```
sf::ContextSettings
 sf::NonCopyable
                          + depthBits
                          + stencilBits
                          + antialiasingLevel
                          + majorVersion
# NonCopyable()
                          + minorVersion
# ~NonCopyable()
                          + attributeFlags
NonCopyable()
                          + sRgbCapable
operator=()
                          + ContextSettings()
                                #m_settings
             sf::priv::GlContext
    - m id
    + ~GlContext()
     + getSettings()
    + setActive()
    + display()
     + setVerticalSyncEnabled()
    + initResource()
    + cleanupResource()
     + registerContextDestroyCallback()
     + acquireTransientContext()
    + releaseTransientContext()
    + create()
    + create()
    + create()
     + isExtensionAvailable()
     + getFunction()
    + getActiveContext()
    + getActiveContextId()
    # GIContext()
    # makeCurrent()
    # cleanupUnsharedResources()
    # evaluateFormat()
    - initialize()
    checkSettings()
            sf::priv::DRMContext
         - m_display
         m_contextm_surface
         - m config
         - m_currentBO
         m_nextBO
         - m_gbmSurface
         m_widthm_height
         - m shown
         - m scanOut
         + DRMContext()
         + DRMContext()
         + DRMContext()
         + ~DRMContext()
         + makeCurrent()
         + display()
+ setVerticalSyncEnabled()
         + createContext()
         + createSurface()
         + destroySurface()
         + getBestConfig()
         + getFunction()
# getDRM()
         - updateSettings()
```