

BARE2D::GLContextManager  
::getContext



```
graph LR; A[BARE2D::GLContextManager::getContext] --> B[BARE2D::GLContext::GLContext]
```

A diagram showing a call from BARE2D::GLContextManager::getContext to BARE2D::GLContext::GLContext. The call is represented by a blue arrow pointing from the left box to the right box.

BARE2D::GLContext::  
GLContext