

BARE2D::GLContextManager
::getContext



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

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'BARE2D::GLContextManager' on the top line and '::getContext' on the bottom line. The right box is white and contains the text 'BARE2D::GLContext::' on the top line and 'GLContext' on the bottom line. A dark blue arrow points from the right side of the left box to the left side of the right box.

BARE2D::GLContext::
GLContext