SFML

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sf::Context Class Reference

[Window module](http://docs.google.com/group__window.htm)

Class holding a valid drawing context. [More...](http://docs.google.com/classsf_1_1Context.htm#details)

#include <[Context.hpp](http://docs.google.com/Context_8hpp_source.htm)>

Inheritance diagram for sf::Context:



| Public Member Functions | |
| --- | --- |
|  | [Context](http://docs.google.com/classsf_1_1Context.htm#aba22797a790706ca2c5c04ee39f2b555) () |
|  | Default constructor. |
|  | |
|  | [~Context](http://docs.google.com/classsf_1_1Context.htm#a805b1bbdb3e52b1fda7c9bf2cd6ca86b) () |
|  | Destructor. |
|  | |
| bool | [setActive](http://docs.google.com/classsf_1_1Context.htm#a0806f915ea81ae1f4e8135a7a3696562) (bool active) |
|  | Activate or deactivate explicitely the context. |
|  | |
|  | [Context](http://docs.google.com/classsf_1_1Context.htm#a2a9e3529e48919120e6b6fc10bad296c) (const [ContextSettings](http://docs.google.com/structsf_1_1ContextSettings.htm) &settings, unsigned int width, unsigned int height) |
|  | Construct a in-memory context. |
|  | |

| Static Private Member Functions | |
| --- | --- |
| static void | [ensureGlContext](http://docs.google.com/classsf_1_1GlResource.htm#ae0efa7935241644608ca32ba47b22a33) () |
|  | Make sure that a valid OpenGL context exists in the current thread. |
|  | |

## Detailed Description

Class holding a valid drawing context.

If you need to make OpenGL calls without having an active window (like in a thread), you can use an instance of this class to get a valid context.

Having a valid context is necessary for *every* OpenGL call.

Note that a context is only active in its current thread, if you create a new thread it will have no valid context by default.

To use a [sf::Context](http://docs.google.com/classsf_1_1Context.htm) instance, just construct it and let it live as long as you need a valid context. No explicit activation is needed, all it has to do is to exist. Its destructor will take care of deactivating and freeing all the attached resources.

Usage example:

void threadFunction(void\*)

{

[sf::Context](http://docs.google.com/classsf_1_1Context.htm) context;

// from now on, you have a valid context

// you can make OpenGL calls

glClear(GL\_DEPTH\_BUFFER\_BIT);

}

// the context is automatically deactivated and destroyed

// by the sf::Context destructor

Definition at line [48](http://docs.google.com/Context_8hpp_source.htm#l00048) of file [Context.hpp](http://docs.google.com/Context_8hpp_source.htm).

## Constructor & Destructor Documentation

| sf::Context::Context | ( |  | ) |  |
| --- | --- | --- | --- | --- |

Default constructor.

The constructor creates and activates the context

| sf::Context::~Context | ( |  | ) |  |
| --- | --- | --- | --- | --- |

Destructor.

The desctructor deactivates and destroys the context

| sf::Context::Context | ( | const [ContextSettings](http://docs.google.com/structsf_1_1ContextSettings.htm) & | *settings*, |
| --- | --- | --- | --- |
|  |  | unsigned int | *width*, |
|  |  | unsigned int | *height* |
|  | ) |  |  |

Construct a in-memory context.

This constructor is for internal use, you don't need to bother with it.

Parameters

| settings | Creation parameters |
| --- | --- |
| width | Back buffer width |
| height | Back buffer height |

## Member Function Documentation

| bool sf::Context::setActive | ( | bool | *active* | ) |  |
| --- | --- | --- | --- | --- | --- |

Activate or deactivate explicitely the context.

Parameters

| active | True to activate, false to deactivate |
| --- | --- |

ReturnsTrue on success, false on failure

The documentation for this class was generated from the following file:

* [Context.hpp](http://docs.google.com/Context_8hpp_source.htm)

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