SFML

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sf::ContextSettings Class Reference

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

Structure defining the settings of the OpenGL context attached to a window. [More...](http://docs.google.com/structsf_1_1ContextSettings.htm#details)

#include <[ContextSettings.hpp](http://docs.google.com/ContextSettings_8hpp_source.htm)>

| Public Member Functions | |
| --- | --- |
|  | [ContextSettings](http://docs.google.com/structsf_1_1ContextSettings.htm#aafe35f8e257f9d1e496ed64e33e2ee9f) (unsigned int depth=0, unsigned int stencil=0, unsigned int antialiasing=0, unsigned int major=2, unsigned int minor=0) |
|  | Default constructor. |
|  | |

| Public Attributes | |
| --- | --- |
| unsigned int | [depthBits](http://docs.google.com/structsf_1_1ContextSettings.htm#a4809e22089c2af7276b8809b5aede7bb) |
|  | Bits of the depth buffer. |
|  | |
| unsigned int | [stencilBits](http://docs.google.com/structsf_1_1ContextSettings.htm#ac2e788c201ca20e84fd38a28071abd29) |
|  | Bits of the stencil buffer. |
|  | |
| unsigned int | [antialiasingLevel](http://docs.google.com/structsf_1_1ContextSettings.htm#ac4a097be18994dba38d73f36b0418bdc) |
|  | Level of antialiasing. |
|  | |
| unsigned int | [majorVersion](http://docs.google.com/structsf_1_1ContextSettings.htm#a99a680d5c15a7e34c935654155dd5166) |
|  | Major number of the context version to create. |
|  | |
| unsigned int | [minorVersion](http://docs.google.com/structsf_1_1ContextSettings.htm#aaeb0efe9d2658b840da93b30554b100f) |
|  | Minor number of the context version to create. |
|  | |

## Detailed Description

Structure defining the settings of the OpenGL context attached to a window.

[ContextSettings](http://docs.google.com/structsf_1_1ContextSettings.htm) allows to define several advanced settings of the OpenGL context attached to a window.

All these settings have no impact on the regular SFML rendering (graphics module) – except the anti-aliasing level, so you may need to use this structure only if you're using SFML as a windowing system for custom OpenGL rendering.

The depthBits and stencilBits members define the number of bits per pixel requested for the (respectively) depth and stencil buffers.

antialiasingLevel represents the requested number of multisampling levels for anti-aliasing.

majorVersion and minorVersion define the version of the OpenGL context that you want. Only versions greater or equal to 3.0 are relevant; versions lesser than 3.0 are all handled the same way (i.e. you can use any version < 3.0 if you don't want an OpenGL 3 context).

Please note that these values are only a hint. No failure will be reported if one or more of these values are not supported by the system; instead, SFML will try to find the closest valid match. You can then retrieve the settings that the window actually used to create its context, with [Window::getSettings()](http://docs.google.com/classsf_1_1Window.htm#a5a9d5c15facf25ad4d9b2b30caa0a2db).

Definition at line [36](http://docs.google.com/ContextSettings_8hpp_source.htm#l00036) of file [ContextSettings.hpp](http://docs.google.com/ContextSettings_8hpp_source.htm).

## Constructor & Destructor Documentation

| | sf::ContextSettings::ContextSettings | ( | unsigned int | *depth* = 0, | | --- | --- | --- | --- | |  |  | unsigned int | *stencil* = 0, | |  |  | unsigned int | *antialiasing* = 0, | |  |  | unsigned int | *major* = 2, | |  |  | unsigned int | *minor* = 0 | |  | ) |  |  | | inlineexplicit |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |

Default constructor.

Parameters

| depth | Depth buffer bits |
| --- | --- |
| stencil | Stencil buffer bits |
| antialiasing | Antialiasing level |
| major | Major number of the context version |
| minor | Minor number of the context version |

Definition at line [48](http://docs.google.com/ContextSettings_8hpp_source.htm#l00048) of file [ContextSettings.hpp](http://docs.google.com/ContextSettings_8hpp_source.htm).

## Member Data Documentation

| unsigned int sf::ContextSettings::antialiasingLevel |
| --- |

Level of antialiasing.

Definition at line [62](http://docs.google.com/ContextSettings_8hpp_source.htm#l00062) of file [ContextSettings.hpp](http://docs.google.com/ContextSettings_8hpp_source.htm).

| unsigned int sf::ContextSettings::depthBits |
| --- |

Bits of the depth buffer.

Definition at line [60](http://docs.google.com/ContextSettings_8hpp_source.htm#l00060) of file [ContextSettings.hpp](http://docs.google.com/ContextSettings_8hpp_source.htm).

| unsigned int sf::ContextSettings::majorVersion |
| --- |

Major number of the context version to create.

Definition at line [63](http://docs.google.com/ContextSettings_8hpp_source.htm#l00063) of file [ContextSettings.hpp](http://docs.google.com/ContextSettings_8hpp_source.htm).

| unsigned int sf::ContextSettings::minorVersion |
| --- |

Minor number of the context version to create.

Definition at line [64](http://docs.google.com/ContextSettings_8hpp_source.htm#l00064) of file [ContextSettings.hpp](http://docs.google.com/ContextSettings_8hpp_source.htm).

| unsigned int sf::ContextSettings::stencilBits |
| --- |

Bits of the stencil buffer.

Definition at line [61](http://docs.google.com/ContextSettings_8hpp_source.htm#l00061) of file [ContextSettings.hpp](http://docs.google.com/ContextSettings_8hpp_source.htm).

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

* [ContextSettings.hpp](http://docs.google.com/ContextSettings_8hpp_source.htm)

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