

## Application-specific

**CPURendererWindow**

...

**QTGLWindow**

...

...

**CustomWGLWindow**

...

## OS-Agnostic Implementation

**Window**

configInitOSWindow  
configExitOSWindow  
makeCurrent  
swapBuffers

**SystemWindow**

configInit  
configExit  
queryDrawableConfig  
makeCurrent  
swapBuffers

**GLWindow**

initGLEW  
exitGLEW

## OS-Specific Interface

**AGLWindowIF**

getAGLContext  
getCarbonWindow  
getAGLPBuffer  
processEvent

**GLXWindowIF**

getGLXContext  
getXDrawable  
processEvent

**WGLWindowIF**

getWGLContext  
getWGLDC  
getWGLWindowHandle  
getWGLPBufferHandle  
processEvent

**AGLWindow**

chooseAGLPixelFormat  
createAGLContext  
configInitAGLWindow  
configInitAGLPBuffer  
setAGLContext  
setCarbonWindow  
setAGLPBuffer

**GLXWindow**

chooseXVisualInfo  
createGLXContext  
configInitGLXWindow  
configInitGLXPBuffer  
setXDrawable  
setGLXContext

**WGLWindow**

chooseWGLPixelFormat  
createWGLContext  
configInitWGLWindow  
configInitWGLPBuffer  
setWGLContext  
setWGLWindowHandle  
setWGLPBufferHandle

## OS-Specific Default Implementation