

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

agl::WindowIF

getAGLContext
getCarbonWindow
getAGLPBuffer
processEvent

glx::WindowIF

getGLXContext
getXDrawable
processEvent

wgl::WindowIF

getWGLContext
getWGLDC
getWGLWindowHandle
getWGLPBufferHandle
processEvent

agl::Window

chooseAGLPixelFormat
createAGLContext
configInitAGLWindow
configInitAGLPBuffer
setAGLContext
setCarbonWindow
setAGLPBuffer

glx::Window

chooseXVisualInfo
createGLXContext
configInitGLXWindow
configInitGLXPBuffer
setXDrawable
setGLXContext

wgl::Window

chooseWGLPixelFormat
createWGLContext
configInitWGLWindow
configInitWGLPBuffer
setWGLContext
setWGLWindowHandle
setWGLPBufferHandle

OS-Specific Default Implementation