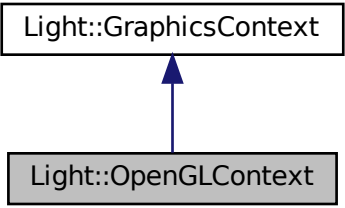


Light::GraphicsContext



```
graph BT; A[Light::OpenGLContext] --> B[Light::GraphicsContext]
```

Light::OpenGLContext