

1 Context

Think of a context as an object that holds all of OpenGL; when a context is destroyed, OpenGL is destroyed. In order for any OpenGL commands to work, a context must be current; all OpenGL commands affect the state of whichever context is current. The current context is a thread-local variable, so a single process can have several threads, each of which has its own current context. However, a single context cannot be current in multiple threads at the same time. (von deren Wiki).

Also alle OpenGL commands wirken sich immer nur auf den Zustand des Contexts aus der gerade current ist.

2 Fenster erzeugen

Ich nutze glbinding statt glad. I get the window with `glfwCreateWindow()` which returns a pointer to an `GLFWWindow` object. After that we tell GLFW to make the context of our window the main context on the current thread with `glfwMakeContextCurrent(window)`.

Und mit main context meinen die wohl current context, die Fkt heisst ja sogar schon so.