

```
glutin::event::Event::MainEventsCleared => window.request_redraw(),  
glutin::event::Event::RedrawRequested(_) => {  
    gb.frame();  
    cx.draw(&gb);  
    gl_window.swap_buffers().unwrap();  
}
```

```
let event_loop: glutin::event_loop::EventLoop<()> =  
    glutin::event_loop::EventLoop::with_user_event();  
let window_builder = glutin::window::WindowBuilder::new()  
    .with_title("GameBoy")  
    .with_inner_size(glutin::dpi::LogicalSize {  
        width: gb.width(),  
        height: gb.height(),  
    });  
  
let gl_window = glutin::ContextBuilder::new()  
    .build_windowed(window_builder, &event_loop)  
    .unwrap();  
let gl_window = unsafe { gl_window.make_current().unwrap() };
```