CGGLContext Reference

Graphics & Imaging > Quartz

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Contents

CGGLContext Reference

Derived From:	`CGContextRef`
Framework:	ApplicationServices/ApplicationServices.h
Companion guide	Quartz 2D Programming Guide
Declared in	CGGLContext.h

Overview

The CGGLContext header file defines functions that create and update a graphics context for OpenGL drawing. A CGGLContext context is a type of `CGContextRef` that is used for OpenGL content. However, its use is not recommended.

Functions

CGGLContextCreate

Creates a Quartz graphics context from an OpenGL context.

```
CGContextRef CGGLContextCreate (
   void *glContext,
   CGSize size,
   CGColorSpaceRef colorspace
);
```

Parameters

glContext

The context that the OpenGL system uses to manage OpenGL drawing.

size

The dimensions of the OpenGL viewport rectangle.

colorspace

An RGB color space that serves as the destination space when rendering device-independent colors. If `NULL`, Quartz uses the default RGB color space. Quartz retains the color space you pass in; on return, you may safely release it.

Return Value

A new Quartz graphics context. You are responsible for releasing this object by calling `CGContextRelease`.

Discussion

The use of this function is not recommended.

Creates a Quartz context from the OpenGL context `glContext`. The context establishes an OpenGL viewport rectangle with dimensions specified by the `size` parameter by calling `glViewport(3G)`. If non-`NULL`, the `colorspace` parameter should be an RGB profile that specifies the destination space when rendering device-independent colors.

Availability
Available in Mac OS X version 10.3 and later.

Declared In
`CGGLContext.h`

CGGLContextUpdateViewportSize

Updates the size of the viewport associated with an OpenGL context.

```
void CGGLContextUpdateViewportSize (
   CGContextRef c,
   CGSize size
);
```

Parameters

context
A Quartz graphics context obtained by calling `CGGLContextCreate` (page 5).

size
The new dimensions of the OpenGL viewport.

Discussion
The use of this function is not recommended.

You should call this function whenever the size of the associated OpenGL context changes.

Availability
Available in Mac OS X version 10.3 and later.

Declared In
`CGGLContext.h`

Document Revision History

This table describes the changes to *CGGLContext Reference*.

Date	Notes
2006-12-22	Minor correction.
2006-05-23	Revised the introduction.
	The use of `CGGLContext` objects are not recommended.
	Revised the introduction.
2005-04-29	Revised introduction.
2004-02-26	First version of this document. An earlier version of this information appeared in *Quartz 2D Reference*.

Document Revision History

Index

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