

CIGLFilter
mpFilter
-
-initFilterFromFile:context:format:filter:
-initFilterWithData:context:format:filter:
-target
-aspect
-extent
-size
-filter
-bind
-unbind
-display
-render
-enable
-disable
-readback
-snapshot
-saveAs:UTType:
-updateWithData:
-updateFromFile:

CIGLNoiseReductionFilter
inputs
-
-initNoiseReductionFilterFromFile:context:format:
-initNoiseReductionFilterWithData:context:format:
-setSharpness:
-setNoiseLevel:
-update
-updateWithData:
-updateFromFile:
CIGLMedianFilter
-
-
-initMedianFilterFromFile:context:format:
-initMedianFilterWithData:context:format:
-update
-setSharpness:
-setNoiseLevel:
-updateWithData:
-updateFromFile:
CIGLDenoiseFilter
mpDenoiseFilter
-
-initDenoiseFilterFromFile:context:format:
-initDenoiseFilterWithData:context:format:
-target
-aspect
-extent
-size
-setSharpness:
-setNoiseLevel:
-bind
-unbind
-display
-update
-readback
-snapshot
-saveAs:UTType:
-median
-noiseReduction
-updateWithData:
-updateFromFile:

CIGLFramebuffer
mpFramebuffer
-
-initFramebufferFromFile:context:pixelFormat:
-initFramebufferWithData:context:pixelFormat:
-target
-aspect
-extent
-size
-context
-image
-enable
-disable
-bind
-unbind
-display
-readback
-snapshot
-saveAs:UTType:
-updateWithData:
-updateFromFile:

OpenGLFramebuffer2D
mpFramebuffer2D
-
-initFramebuffer2DWithSize:
-enable
-disable
-bind
-unbind
-map
-unmap
-buffer
-texture
-level
-target
-format
-width
-height
-aspect
-setSize:
OpenGLFramebuffer2DStatus
mpStatus
-
-initStatusWithTarget:
+statusWithTarget:
-isComplete

OpenGLBOElements
mpElements
-
-initElementsWithDictionary:
-count
-size
-array
OpenGLBOGeometry
mpGeometry
-
-initGeometryWithDictionary:
-count
-size
-normals
-vertices
-colors
-texcoords
OpenGLBO
mpIBO
-
-initIBOWithType:
-setVertices:
-setNormals:
-setElements:
-acquire
-bind
-copyVertices:
-copyNormals:
-copyElements:
-map:
-unmap:
-vertices
-normals
-elements
OpenGLDrawElements
mpDrawElements
-
-setDictionary:
-drawElements

OpenGLBORenderer
renderer
geometry
elements
-
-initBORendererWithPListAtPath:type:
-initBORendererertWithPListInAppBundle:type:
-render

OpenGLImage2DAuthorBase
mpImage2DAuthorBase
-
-initImage2DAuthorBaseWithSize:
-width
-height
-samplesPerPixel
-rowBytes
-size
-buffer
-setSize:
-copy:
-read
-write
-map
-unmap
OpenGLImage2DAuthor
mpImage2DAuthor
-
-initImage2DAuthorWithSize:
-width
-height
-samplesPerPixel
-rowBytes
-size
-buffer
-bounds
-setSize:
-isReadOnly
-isWriteOnly
-map
-unmap

OpenGLImage2DReader
-
-initImage2DReaderWithSize:
-map
OpenGLImage2DWriter
-
-initImage2DWriterWithSize:
-copy:
-map

OpenGLQuad
mpQuad
-
-initQuadWithSize:
-initQuadWithSize:
-target
-size
-setTexCoords:
-setVertices:
-setTarget:
-setSize:
-acquire
-update
-display
OpenGLQuadBase
mpQuadBase
-
-initQuadBaseWithSize:
-buffer
-count
-size
-target
-type
-mode
-stride
-width
-height
-aspect
-setTexCoords:
-setVertices:
-setTarget:
-setSize:
-acquire
-update

OpenGLQuadTexRect
-
-initQuadTexRectWithSize:
-display
OpenGLQuadTex2D
-
-initQuadTex2DWithSize:
-display

OpenGLTeapotBase
mpTeapot
-
-initTeapotBaseWithPListAtPath:size:
-initTeapotWithPListInAppBundle:size:
-setSize:
-setTarget:
-setScale:
-setTranslation:
-size
-normalization
-scale
-translate
-display
OpenGLTeapot
mpTeapot
-
-initTeapotdWithPListAtPath:size:
-initTeapotWithPListInAppBundle:size:
-target
-size
-setSize:
-setTarget:
-setScale:
-setTranslation:
-display

OpenGLTextured2DTeapot
-
-initTextured2DTeapodWithPListAtPath:size:
-initTextured2DWithPListInAppBundle:size:
-display
OpenGLTexturedRectTeapot
-
-initTexturedRectTeapodWithPListAtPath:size:
-initTexturedRectWithPListInAppBundle:size:
-display

NSPropertyList
mpPList
-
-initPListWithFilePath:
-initPListWithFileInAppBundle:
-isValid
-error
-dictionary
-dictionaryForKey:
-format

OpenGLPixelAttributes
mpPixelAttributes
-
-initPixelAttributesWithPListAtPath:
-initPixelAttributesWithPListInAppBundle:
-count:
-attributes:

OpenGLPixelFormat
pixelFormat
-
-initPixelFormatWithPListAtPath:
-initPixelFormatWithPListInAppBundle:
+pixelFormatWithPListInAppBundle:
-pixelFormat

OpenGLTexture2DAuthorBase
mpTex2DAuthorBase
-
-initTexture2DAuthorBaseWithSize:
-initTexture2DAuthorBaseWithSize:
-texture
-target
-format
-level
-width
-height
-size
-rowBytes
-samplesPerPixel
-aspect
-buffer
-setSize:
-copy:
-read
-write
-bind
-unbind
-map
-unmap
OpenGLTexture2DAuthor
mpTex2DAuthor
-
-initTexture2DAuthorWithSize:
-initTexture2DAuthorWithSize:
-isReadOnly
-isWriteOnly
-texture
-target
-level
-width
-height
-size
-rowBytes
-samplesPerPixel
-aspect
-buffer
-bounds
-setSize:
-copy:
-bind
-unbind
-map
-unmap

OpenGLTexture2DReader
-
-initTexture2DReaderWithSize:
-initTexture2DReaderWithSize:
-map
OpenGLTexture2DWriter
-
-initTexture2DWriterWithSize:
-initTexture2DWriterWithSize:
-map

OpenGLTexture2D
mpTexture2D
-
-initTexture2DWithSize:
-initTexture2DWithSize:
-texture
-width
-height
-size
-rowBytes
-samplesPerPixel
-format
-internal
-sized
-target
-type
-level
-aspect
-buffer
-setSize:
-write
-write:
-read
-read:
-copy:
-update:
-bind
-unbind

OpenGLBitmap
mpBitmap
-
-initBitmapWithSize:
-width
-height
-bitsPerComponent
-samplesPerPixel
-rowBytes
-size
-buffer
-bitmapInfo
-colorSpace
-image
-setSize:
-setBuffer:
-saveAs:UTType:
OpenGLPBO
mpPBO
-
-initPBOWithSize:
-target
-access
-usage
-size
-buffer
-readOnly
-writeOnly
-bind
-unbind
-flush
-map
-unmap
-setSize:

OpenGLCopier
mpCopier
-
-initCopierWithFormat:
+copierWithFormat:
-setProperties:
-setNeedsVR:
-setFixAlpha:
-copy:source:

OpenGLSurface2D
mpSurface2D
-
-initSurface2DWithWidth:
-isVideo
-hasSurface
-hasBuffer
-format
-type
-width
-height
-size
-rowBytes
-samplesPerPixel
-base
-copy:

OpenGLRotation
mpRotation
-
-initRotationWithFrequency:
-update
-setFrequency:
-setRotation:

OpenGLView
mpGLView
-
-cleanUp
-setFrequency:
-setRotating:
-setScale:
-updateViewPort
-setFullScreenMode
-makeCurrentContext
-flushBuffer
-pixelFormat
-context
-contextObj

CIGLDenoiseViewController
viewSnapshotPanel
viewSnapshotDir
denoiseView
mainWindow
filterControlsBox
imageView
noiseLevelSlider
sharpnessSlider
filterControlsVisible
-
-viewSnapshotLocation:
-viewSnapshot:
-filterSelectionChanged:
-noiseLevelChanged:
-inputSharpnessChanged:
-screenModeChanged:
-imageViewChanged:
CIGLDenoiseView
pathname
denoise
-
-imageSaveAs:UTType:
-updateFilter:
-setFilter:
-setNoiseLevel:
-setSharpness: