

QTCVOpenGLController
qtCVOpenGLView qtCVOpenGLWindow movieOpenPanel
-open: -switchGeometry: -fullScreenMode:
QTCVOpenGLView
mpQTCVGLView
-cleanUp -setGeometry:

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

CVOpenGLView
mpCVGLView
-prepareScene -drawScene -cleanUp -openMovie: -isRunning -start -stop -setAlignment: -setContext: -setFormat: -isValid -format -size -pixelBuffer

CVGLFramebuffer
mpFramebuffer
-initFramebufferWithSize: -update:
CVGLTexture2D
pixels surface
-initTexture2DWithSize: -initTexture2DWithSize: -update:
CVGLPixelbuffer
pixels surface
-initPixelbufferWithSize: -update:
CVGLImagebuffer
mplImagebuffer
-initImagebufferWithSize: -initImagebufferWithSize: -initImagebufferWithSize: -format -target -width -height -bind -unbind -setSize: -update:

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

OpenGLIBORenderer
renderer geometry elements
-
initIBORendererWithPListAtPath.type: - initIBORendererWithPListInAppBundle.type: -render

OpenGLBOElements
mpElements
-initElementsWithDictionary: -count -size -array
OpenGLBOGeometry
mpGeometry
-initGeometryWithDictionary: -count -size -normals -vertices -colors -texcoords

OpenGLIBO
mpIBO
-initIBOWithType: -setVertices: -setNormals: -setElements: -acquire -bind -unbind -copyVertices: -copyNormals: -copyElements: -map: -unmap: -vertices -normals -elements
OpenGLDrawElements
mpDrawElements
-setDictionary: -drawElements

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

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

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

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

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

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: -initTeapotBaseWithPListInAppBundle.size: -setSize: -setTarget: -setScale: -setTranslation: -size -normalize -scale -translate -display
OpenGLTeapot
mpTeapot
-initTeapotdWithPListAtPath.size: -initTeapotWithPListInAppBundle.size: -target -size -setSize: -setTarget: -setScale: -setTranslation: -display

OpenGLTextured2DTeapot
-
-initTextured2DTeapotdWithPListAtPath.size: -size: initTextured2DWithPListInAppBundle.size: -display
OpenGLTexturedRectTeapot
-
initTexturedRectTeapotdWithPListAtPath.size: -size: initTexturedRectWithPListInAppBundle.size: -display

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

OpenGLPixelFormatAttributes
mpPixelFormatAttributes
-initPixelFormatAttributesWithPListAtPath: initPixelFormatAttributesWithPListInAppBundle: -count: -attributes:

OpenGLPixelFormat
pixelFormat
-initPixelFormatWithPListAtPath: +pixelFormatWithPListInAppBundle: +pixelFormatWithPListAtPath: +pixelFormatWithPListInAppBundle: +pixelFormat

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: