AlertPanelKit alertTitle alertMessage exitOnError -initWithTitle:message:exit: +withTitle:message:exit: -setAlertTitle: -setAlertMessage: -setExitOnError: -displayAlertPanel

On an Ol Minus Kit
OpenGLViewKit
glView
glViewMemObj
-setupView:
-updatePitch
-updateAngle

-displayAlertPanelWithError:

MemObject memory -initMemoryWithType:size: +memoryWithType:size: -pointer -isPointerValid

GLSLUnitsController blurShader brightenShader colorInvertShader dilationShader edgeDetectionShader erosionShader extractColorShader fogShader grayInvertShader grayscaleShader heatSigShader saturationShader sepiaShader

sharpenShader skyShader toonShader

-excuteShaderUnit:type:

-getShaderUnitsWithSize:

QTCoreVideoController

qtCVOpenGLView pushButton bottomSlider bottomStaticTextField bottomTextField topSlider topStaticTextField topTextField colorWell colorMatchAccessory

colorMatchAccessorySlider colorMatchAccessoryTextField

-open:

-buttonPushed: -topSliderChanged:

-topTextFieldChanged:

-bottomTextFieldChanged: -bottomSliderChanged:

-colorMatchSliderChanged: -colorMatchTextFieldChanged:

-colorWellChanged: -switchEffects:

openPanelDidEnd:returnCode:contextI nfo:

QTCoreVideoOpenGLView

attributes visualContext viewMemObj shaderUnits movie lock

colorPanel -cleanUp -getFrameForTime:

-openMovie: -displayLink

-setShaderItem:

setUniformUsingTopSliderOrTopTextFi eld:

setUniformUsingBottomSliderOrBotto mTextField:

-setUniformUsingPushButtonState:

setUniformUsingColorPanelAccessory Controls:

-setUniformUsingColorWell: -animationSequenceType

-setAnimationSequenceType:

-controllsVisible:

-setControllsVisible:

GLSLKit shaderAttributes

-initWithGLSLShadersInAppBundle: -uniformLocation:

-enable -disable

OpenGLQuad

quad

-initQuadWithSize:

-draw

QTVisualContextKit

initQTVisualContextWithSize:type:cont ext:pixelFormat:

-isValidVisualContext

-isNewImageAvailable:

-copyImageForTime:

-task

-setMovie:

visualContext

GLSLUnit

quad

initWithShadersInAppBundleAndSamp lers:size:

-uniform1i:

-uniform3iv:

-uniform1fv:

-uniformMatrix2fv:

-getDictUniformFloatVectors:

-getDictUniformFloatMatrices:

-setUniforms:

executeWithCVTextureAndUniforms:u niforms:

-uniform4i:

-uniform3f:

-uniform2iv:

-uniform4iv:

-getDictUniformIntScalar:

-getDictUniformIntVectors:

-getDictUniformFloatScalar:

-uniform2i:

-uniform3i:

-uniform1f:

-uniform2f:

-uniform4f:

-uniform1iv:

-uniform2fv:

-uniform3fv: -uniform4fv:

-uniformMatrix3fv:

-uniformMatrix4fv:

-getDictUniformIntScalars:

-getDictUniformFloatScalars:

-excuteWithCVTexture:

GLSLEdgeDetectionUnit uniformLoc -initShaderWithSize:

-executeWithFloatUniform:value:

GLSLSaturationUnit

uniformLoc -initShaderWithSize:

-executeWithFloatUniform:value:

GLSLBrightenUnit

uniformLoc

-executeWithFloatUniform:value:

GLSLGrayInvertUnit

-initShaderWithSize:

-initShaderWithSize:

GLSLSharpenUnit

uniformLoc

-initShaderWithSize: -executeWithFloatUniform:value:

GLSLExtractColorUnit

uniformLoc

-initShaderWithSize:

-executeWithFloatUniforms:value:

GLSLFogUnit

uniformLoc

-initShaderWithSize:

-executeWithFloatUniform:value:

GLSLSkyUnit uniformLoc

GLSLErosionUnit

-executeWithFloatUniform:value:

-initShaderWithSize:

uniformLoc

-initShaderWithSize: -executeWithFloatUniform:value:

GLSLToonUnit

uniformLoc -initShaderWithSize:

executeWithFloatsAndBoolUniforms:fl ag:

GLSLBlurUnit

uniformLoc

-initShaderWithSize: -executeWithFloatUniform:value:

GLSLDilationUnit uniformLoc

-executeWithFloatUniform:value:

GLSLColorInvertUnit

-initShaderWithSize:

-initShaderWithSize:

-initShaderWithSize:

-initShaderWithSize:

GLSLSepiaUnit

GLSLHeatSignatureUnit

GLSLGrayscaleUnit

-initShaderWithSize: