```
GLG color
 + red
 + green
 + blue
 + alpha
 + GLG_color()
 + GLG_color()
 + getColor4b()
         +color
  OGLMarker
+ posX
+ posY
+ iposX
+ iposY
+ size
+ dataValueIndex
+ id
+ used
+ show
```

+ OGLMarker()