GenericOculus

+ ~GenericOculus()
+ render()
+ getInput()
+ isMoving()
+ isUsingDebugHmd()
+ dAngles()

Oculus< T >

scene_
textureId_
FBOId_
depthBufferId_
hmd_
hmdDesc_
eyeRenderDesc_
eyeTexture_
eyeFov_
cfg_
windowSize_
textureSizeLeft_
textureSizeRight_
textureSize_
frameTiming_
sensorState_
angles_
dAngles_
distortionCaps_
usingDebugHmd_
multisampleEnabled_
alreadyCreated

+ Oculus()
+ ~Oculus()
+ render()
+ isUsingDebugHmd()
+ isMoving()
+ angles()
+ setAngles()
+ getInput()
# initTexture()
# initFBO()
# initDepthBuffer()
# setOpenGLState()
# setCfg()
# setEyeTexture()
# computeSizes()
# dAngles()