vaBasicModel

m_bufferOutput
m_width
m_height
m_interop

+ vaBasicModel()
+ ~vaBasicModel()
+ Init()
+ Render()
+ BindBuffer()
+ UpdateBuffer()
+ Reshape()
+ SetDim()
+ SetBufferSize()
+ GetOutput()
+ GetWidth()
+ GetHeight()
+ SetInterop()

glslRayCast

m_glslVS
m_glslFS
m_glslProgram
m_hdrTexture
vsSource
fsSource

+ glslRayCast()
+ ~glslRayCast()
+ initTexture()
+ initGLSL()
+ Display()
+ ActivateTexture()
+ SetVs()
+ SetFs()
# SetGLSLVars()

#glsl

opticalModel

m_pboOutputBuffer

+ opticalModel()
+ ~opticalModel()
+ Init()
+ Render()
+ BindBuffer()
+ UpdateBuffer()
+ Reshape()
+ Modified()
# CreateGLSLModel()