

basicOpticalModel

- + m_bufferOutput
- + m_width
- + m_height
- + m_interop

- + basicOpticalModel()
- + ~basicOpticalModel()
- + InitOpenGL()
- + Render()
- + BindBuffer()
- + UpdateOpticalBuffer()
- + Reshape()
- + SetDim()
- + GetOutput()
- + GetWidth()
- + GetHeight()
- + SetBufferSize()