```
glslRayCast
   # m glsIVS
   # m glsIFS
   # m_glsIProgram
   # m hdrTexture
   # vsSource
   # fsSource
    + glslRayCast()
    + ~glslRayCast()
    + initTexture()
    + initGLSL()
    + Display()
    + ActivateTexture()
    + SetVs()
    + SetFs()
    # SetGLSLVars()
  glslAntiAlizedRayCast
+ m gamma
+ m colorBalance
```

+ m_whitePoint + m_bumHighlights + m_crushBlacks + m_saturation + m_brightness

SetDefaults() # SetGLSLVars()

+ glslAntiAlizedRayCast() + ~glslAntiAlizedRayCast()