


GLHandler::initializeGL



```
graph LR; A[GLHandler::initializeGL] --> B[MessageCallback]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'GLHandler::initializeGL'. The right box is white and contains the text 'MessageCallback'. A blue arrow points from the right side of the gray box to the left side of the white box.

MessageCallback