

OpenGLViewBase

```
NSDictionary *mpOptions;  
NSTimer *mpTimer;  
GLQueryRef mpQuery;
```

```
- (void)cleanup;  
- (void)scene;  
- (void)setFullscreen:(const)OOL;  
- (NSString *)vendor;  
- (NSString *)version;  
- (NSString *)renderer;  
- (NSArray *)apple;  
- (NSArray *)arb;  
- (NSArray *)ext;
```

OpenGLView

```
BOOL mbFullscreen;  
GLTextRef mpText[2];  
NSPoint m_MousePt;  
GLuint mnSelector;
```

```
- (IBAction)toggleFullscreen:sender;
```