## OpenGLViewKit glView glViewMemObj -setupView: -updatePitch -updateAngle

## qtCVOpenGLView -open: -teapot: -quad: openPanelDidEnd:returnCode:contextI nfo:

QTCoreVideoController

	MemObject
me	mory
-ini	tMemoryWithType:size:
+m	emoryWithType:size:
-po	inter
-isF	PointerValid
_	

AlertPanelKit
alertTitle
alertMessage
exitOnError
-initWithTitle:message:exit:
+withTitle:message:exit:
-setAlertTitle:
-setAlertMessage:
-setExitOnError:
-displayAlertPanel
-displayAlertPanelWithError:

QTCoreVideoOpenGLView	
attributes	
visualContext	
quad	
teapot	
viewMemObj	
- movie	
lock	
-cleanUp	
-getFrameForTime:	
-openMovie:	
-displayLink	
-setDrawState:	

	QTVisualContextKit
1	visualContext
1	-
	initQTVisualContextWithSize:type:cont
	ext:pixelFormat:
/	-isValidVisualContext
	-isNewImageAvailable:
	-copyImageForTime:
	-task
	-setMovie:

١	OpenGLQuad
1	quad
1	-initQuadWithSize:range:
	-draw
1	

OpenGLTeapot
teapot
-initTeapotWithType:range:grid:size:
-callList

OpenGLTeapotTextured
teapotTextured
teapotMemObj
initTeapotTexturedWithType:range:grid

| init leapot lexturedWith lype:range:grid | :size:scale: | -draw