

OpenGLViewKit
glView
glViewMemObj
-setupView:
-updatePitch
-updateAngle

QTCoreVideoController
qtCVOpenGLView
-open:
-switchGeometry:
-
openPanelDidEnd:returnCode:contextI
nfo:

MemObject
memory
-initWithType:size:
+memoryWithType:size:
-pointer
-isPointerValid

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

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

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

OpenGLQuad
quad
-initWithSize:range:
-draw

OpenGLPBOUnpackKit
attributes
textureMemObj
-initPBOUnpackWithSize:
-update:flags:

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

OpenGLTeapotTextured
teapotTextured
teapotMemObj
-
initTeapotTexturedWithType:range:grid
:size:scale:
-draw