

CartWheel::GL::GLUIWindow

```
classDiagram
    class CartWheel_GL_GLUIWindow["CartWheel::GL::GLUIWindow"]
    class CartWheel_GL_GLUICurveEditor["CartWheel::GL::GLUICurveEditor"]
    CartWheel_GL_GLUICurveEditor --|> CartWheel_GL_GLUIWindow
```

The diagram illustrates a class hierarchy. At the top is a white rectangular box with a black border containing the text 'CartWheel::GL::GLUIWindow'. Below it is a gray rectangular box with a black border containing the text 'CartWheel::GL::GLUICurveEditor'. A solid blue arrow points vertically from the top edge of the gray box to the bottom edge of the white box, indicating that 'GLUICurveEditor' inherits from 'GLUIWindow'.

CartWheel::GL::GLUICurveEditor