

OpenGLView

- _program: QOpenGLShaderProgram*
- _camera: Camera
- _surface: Drawable*
- _coord: Drawable*
- _oneDimension: bool
- _rotate: bool

«constructor»

OpenGLView(parent: QWidget*)

+ initializeGL(): void

+ paintGL(): void

+ resizeGL(): void

+ init(): void

+ clear(): void

+ addPoint(pos, col: QVector3D): void

+ setOneDimension(enabled: bool): void

- keyPressEvent(event: QKeyEvent*): void