```
VPC::GUI::GLUTWindow
+ mWindows
+ mWinIDs
# mCamera
# mlsDrag
# mMouseType
# mPrevX
# mPrevY
# mDisplayTimeout
# mScreenshotTemp
# mScreenshotTemp2
+ GLUTWindow()
+ ~GLUTWindow()
+ InitWindow()
+ current()
+ DisplayEvent()
+ KeyboardEvent()
+ MouseEvent()
+ MotionEvent()
+ ReshapeEvent()
+ TimerEvent()
# initLights()
# Display()
# Keyboard()
# Mouse()
# Motion()
# Reshape()
# Timer()
```