

OpenGLPlasmaExhibitsUIController
appMainWindow
rotationButton
fullScreenButton
exhibitButton
lightPosXSlider
lightPosYSlider
lightPosZSlider
lightPosXTextField
lightPosYTextField
lightPosZ TextField
viewSnapshotButton
plasmaExhibitsView
-rotation:
-enableFullScreen:
-lightPosXSliderChanged:
-lightPosYSliderChanged:
-lightPosZSliderChanged:
-lightPosXTextFieldChanged:
-lightPosYTextFieldChanged:
-lightPosZ TextFieldChanged:
-switchExhibits:
-runPageLayout:
-print:
-viewSnapshot:

OpenGLTrackball
trackballAttribs
-start:
-rollTo:
-addToRotation:

OpenGLExoticSurface
displayList
-initOpenGLExoticSurfaceWithType:
-displayList
-callList

NSImageLoader
images
-initWithImagesInAppBundle:type:
+imagesInAppBundle:type:
-imageCount
-imageAtIndex:

OpenGLPBOUnpack
pboUnpackAttribs
-initPBOUnpackWithSize:
-name
-target
-setUsage:
-setSize:
-update:

OpenGLTextureRange
textureRangeAttribs
-initWithTextureRangeWithBounds:
-name
-target
-dictionary
-setOffsets:
-setHint:
-setBounds:
-update:

OpenGLPBOPack
pboPackAttribs
-initPBOPackWithSize:
-width
-height
-samplesPerPixel
-rowbytes
-size
-data
-setMode:
-setUsage:
-setSize:
-read:
-copyToBuffer:flipped:
-copyToPixelBuffer:flipped:

OpenGLTextBase
textAttribs
textureMediator
bitmap
textString
textStringColor
boxColor
borderColor
-initWithAttributedString:bounds:
-initWithString:attributes:bounds:
-initWithAttributedString:stringColor:boxColor:borderColor:bounds:
-initWithString:attributes:stringColor:boxColor:bounds:
-borderColor:bounds:
-setUsage:
-stringColor:
-boxColor
-borderColor
-borderIsStatic
-borderFrame
-borderMargins
-drawString:
-setBorderMargins:
-useStaticBorder:
-useDynamicBorder
-setString:
-setString:attributes:
-setTextColor:
-setBoxColor:
-setBorderColor:
-antialias
-setAntialias:
-viewBounds
-viewSetBounds:

OpenGLQuery
vendorIsATI
vendorIsNVIDIA
renderer
vendor
version
+query
-renderer
-vendor
-version
-info
-ati
-nvidia

OpenGLViewPixelFormat
pixelFormat
-initWithPixelFormatAttributes:
-initWithFullScreenPixelFormatAttributes:
+withPixelFormatAttributes:
+withFullScreenPixelFormatAttributes:
-pixelFormat

OpenGLViewBase
animatedObject
fullScreenOptions
fullScreen
context
bounds
-viewUpdate
-viewBounds
-viewClear
-contextMakeCurrent
-contextFlushBuffer
-fullScreenEnable
-fullScreenDisable
-rotation
-rotationStop
-rotationStart

PreferencesMediator
appPropertyListPath
appPropertyList
appDefaults
appPropertyListFormat
-initWithPreferencesWithName:
-preferencesWithName:
-exists
-defaults
-objectForKey:
-objectsForKeys:
-setObject:forKey:
-setObjects:forKeys:
-read
-write

OpenGLPlasmaExhibitsPrefPanelUIController
preferencesPanel
toolbar
toolbarItemsSaveLocation
toolbarItemsImageTypes
toolbarItemsImageCompression
toolbarItemsPDFOptionalInfo
toolbarItemsLabels
tabViews
tabViewItemsSaveLocation
tabViewItemsImageTypes
tabViewItemsImageCompression
tabViewItemsPDFOptionalInfo
tabViewItemsLabels
optionalTitle
optionalAuthor
optionalSubject
optionalCreator
snapshotLocation
snapshotLocationPath
imageTypes
imageTypeIcons
compressionFactor
compressionSlider
displayPrefTimerLabelButton
displayRendererLabelButton
displayViewBoundsLabelButton
plasmaExhibitsView
fileTypeImages
snapshotOpenPanel
toolbarItemIds
imageDirectory
-preferencesMenuItemSelected:
-toolbarSelectedItemSaveLocation:
-toolbarSelectedItemImageTypes:
-toolbarSelectedItemImageCompression:
-toolbarSelectedItemPDFOptionalInfo:
-toolbarSelectedItemLabels:
-imageTypesSelected:
-optionalTitleChanged:
-optionalAuthorChanged:
-optionalSubjectChanged:
-optionalCreatorChanged:
-compressionFactorChanged:
-compressionSliderChanged:
-snapshotLocationButtonPressed:
-snapshotLocationPathChanged:
-displayViewBoundsLabelSelected:
-displayPrefTimerLabelSelected:
-displayRendererLabelSelected:

DefaultPathname
separator
-pathnameWithDirectory:name:
-pathnameWithDirectory:name:extension:

OpenGLKleinSurface
displayList
-
-initOpenGLKleinSurfaceWithTessellationFactor:
-displayList
-callList

OpenGLTexture
textureAttribs
-initWithTextureWithDictionary:
-initWithTextureWithDictionary:pixels:
-isValid
-target
-name
-active
-bind
-texturePixels:

OpenGLShaderBase
shaderAttribs
-initWithOpenGLShadersInAppBundle:validate:
-enable
-disable
-programObject
-uniformLocation:

OpenGLTextureMediator
textureMtrAttribs
textureRange
pboUnpack
vboQuad
-initWithTextureManager:
-update:
-draw

OpenGLPlasmaExhibitsMediator
plasmaExhibitType
plasmaExhibit
plasmaSamplers
plasmaUniforms
-initWithTextures:uniforms:
-initWithDefaultType:
-setExhibitWithType:
-executeExhibit:
-exhibitTextures
-exhibitUniforms
-setExhibitUniforms:
-setExhibitTextures:

PreTimer
prefTimerAttribs
-prefTick

OpenGLVBOQuad
vboAttribs
-initWithVBOQuadWithSize:
-setFrame:
-setSize:
-bind

OpenGLInteraction
interaction
-initWithData:
-data
-setData:
-rotation
-setRotation:
-updateRotation:
-updateCameraAperture:
-updateView:
-moueslsUp
-moueslsDown:
-rightMoueslsDown:
-otherMoueslsDown:
-moueslsDragged:

OpenGLAnimation
view
timer
referenceTime
timeInterval
-initWithOpenGLView:timeInterval:
-animationSetTimeInterval:
-animationEnable
-animationDisable
-rotationEnable
-rotationDisable

OpenGLViewPixels
subFrame
view
-initWithViewPixelsWithSubFrame:
+viewPixelsWithSubFrame:
-setSubFrame:
-pixels
-pixelsSubFrame
-pixelsRowbytes

OpenGLViewCGImage
cgImageAttribs
-initWithViewCGImageWithSubFrame:
+viewCGImageWithSubFrame:
-imageRef
-imageSubFrame
-imageSetSubFrame:
-imageInvalidate:

OpenGLViewNSImage
nsImageAttribs
nsImage
-initWithViewNSImageWithSubFrame:
+viewNSImageWithSubFrame:
-image
-imageSetSubFrame:
-imageInvalidate:

OpenGLImageView
imageView
-initWithImageViewWithSubFrame:
+imageViewWithSubFrame:
-imageView

OpenGLViewSnapshot
snapshotAttribs
-initWithViewSnapshotWithSubFrame:
+viewSnapshotWithSubFrame:
-snapshot
-snapshotSaveAs:
-setFrame:
-snapshotSetFormat:
-snapshotSetCompression:
-snapshotSetDocumentTitle:
-snapshotSetDocumentAuthor:
-snapshotSetDocumentSubject:
-snapshotSetDocumentCreator:

OpenGLViewBoundsLabel
viewBoundsLabelAttribs
viewBoundsFormatString
viewBoundsString
-initWithLabelWithFormat:fontName:fontSize:
-labelSetNeedsDisplay:
-labelSetFormatString:
-labelDraw

OpenGLRendererLabel
rendererLabelAttribs
-initWithLabelWithFontName:fontSize:
-labelSetNeedsDisplay:
-labelDraw

OpenGLPrefTimerLabel
prefTimerLabelAttribs
prefTimerFormatString
prefTimerString
prefTimer
-initWithLabelWithFormat:fontName:fontSize:
-labelSetNeedsDisplay:
-labelSetNeedsUpdate:
-labelSetFormatString:
-labelDraw

OpenGLText
attributedString
textDictionary
textFont
textCoordinates
-initWithString:fontName:fontSize:
-initWithString:fontName:fontSize:
-setText:
-moveTo:
-drawText

OpenGLView
viewSnapshot
prefTimerLabel
rendererLabel
viewBoundsLabel
viewFlags
-prefTimerDisplayLabel:
-rendererDisplayLabel:
-viewBoundsDisplayLabel:
-prefTimerEnable
-prefTimerDisable
-prefTimerMoveTo:
-drawBegin
-drawEnd
-viewResized
viewSnapshot:type:compression:title:author:s
object:creator:

OpenGLPlasmaExhibitsPrefsMediator
preferencesRead
imageDirectory
-preferencesRead

OpenGLPlasmaExhibitsView
preferences
exhibits
pathname
lightPos
-viewSnapshot
-setExhibitItem:
-setUniformUsingControls:
-preferenceGetObjectForKey:
-preferenceSetObjectForKey:

OpenGLPlasmaPatternTexture
patternWidth
patternHeight
-initWithPlasmaShaderPatternWithWidth:
+plasmaShaderPatternWithWidth:

OpenGLPlasmaPaletteTexture
paletteSize
-initWithPlasmaShaderPaletteWithSize:
+plasmaShaderPaletteWithSize:

OpenGLPlasmaShader
offset
-initWithTextures:uniforms:
-shaderExecuteWithFloatVector:

OpenGLPlasmaTriaxialTritorusExhibit
triaxialTritorus
-initWithTextures:uniforms:
+exhibit
+exhibitWithTextures:uniforms:

OpenGLPlasmaTranguloidTrefoilExhibit
tranguloidTrefoil
-initWithTextures:uniforms:
+exhibit
+exhibitWithTextures:uniforms:

OpenGLPlasmaKleinExhibit
klein
-initWithTextures:uniforms:
+exhibit
+exhibitWithTextures:uniforms:

OpenGLPlasmaStilettoExhibit
stiletto
-initWithTextures:uniforms:
+exhibit
+exhibitWithTextures:uniforms:

OpenGLPlasmaSlipperExhibit
slipper
-initWithTextures:uniforms:
+exhibit
+exhibitWithTextures:uniforms: