

NSObject

OpenGLExhibit
GLcharARB GLcharARB initialised gpuProcessingInit gpuProcessing appBundle programObject
-initWithLazy -descriptionFilename -isGPUProcessingShaders -isGPUProcessingShadersLogResults -getUniformLocation:uniformName: -loadShadersFromResource: -loadNoiseTexture -loadTextureFromResource: -loadFramebufferTexture: -copyFramebufferToTexture: -renderFrame -reflect

Models
quadric
-drawModel:

Surfaces
subdivisions xyRatio displayList surfaceType
-setSubdivisions: -setXYRatio: -setSurfaceType: -getDisplayList

UIController
exhibitOpenGLView exhibitTableView exhibitShaderDescTextView exhibits
-numberOfRowsInTableView: -tableView:objectValueForTableColumn:row: -tableViewSelectionDidChange:

UniformData
current min max delta
-initWithCurrent: -initWithMin: -initWithMax: -initWithDelta: -initWithCurrent:atIndex: -initWithMin:atIndex: -initWithMax:atIndex: -initWithDelta:atIndex: -animate -setCurrent: -setMin: -setMax: -setDelta: -current -min -max -delta

KleinSurface
tessellationFactor displayList
-setTessellationFactor: -getDisplayList

OpenGLView
angle pitch zoom leftMouselsDown rightMouselsDown lastFrameReferenceTime lastMousePoint targetExhibit timer
-setExhibit:

Cloud2
model scale noiseTexture

Inferno
model offset noiseTexture

VertexNoise
model offset

Plasma
model offset paletteID patternID offsetUniform

Gooch
model currentColor colorCyclePause warm cool

Fur
model noiseTexture colorTexture solidTeapotDisplayList

Cloud1
model noiseTexture

Toyball
model

Toon
model

Wobble
model startRadius wobbleTexture

Glass
model viewport houseTexture frameBufferTexture

Eroded
model offset noiseTexture

Wood2
geometry geometryDisplayList noiseTexture

EnvMap
model houseTexture

Marble
geometry geometryDisplayList noiseTexture

Earth
model dayTexture nightTexture cloudsTexture

Wood1
geometry geometryDisplayList

WoodShader
graininess period geometry geometryDisplayList noiseTexture

Granite
model noiseTexture

Fire
geometry geometryDisplayList noiseTexture

NSOpenGLView