

```
#ifndef GLTEXOBJ_H
#define GLTEXOBJ_H

#include <QGLWidget>
#include <QImage>
#include <QMouseEvent>

typedef enum { NVIDIA, ATI } vendor_t;

class GLTexobj : public QGLWidget
{
    Q_OBJECT

public:
    GLTexobj( QWidget* parent );
    ~GLTexobj();

public slots:
    void mouseMoveEvent(QMouseEvent* e);
    void update();
    void imageBind();
    void imageOpen();

protected:
    void initializeGL();
    void paintGL();
    void resizeGL(int w, int h);

private:
    GLuint texName;
    QTimer* timer;
    QImage img;
};

#endif // GLTEXOBJ_H
```

```
#ifndef GLOBJWIN_H
#define GLOBJWIN_H

#include <QWidget>

class GLObjectWindow : public QWidget
{
    Q_OBJECT
public:
    GLObjectWindow( QWidget* parent = 0, Qt::WindowFlags f = 0 );
};

#endif // GLOBJWIN_H
```