

# UofU iPhone Group

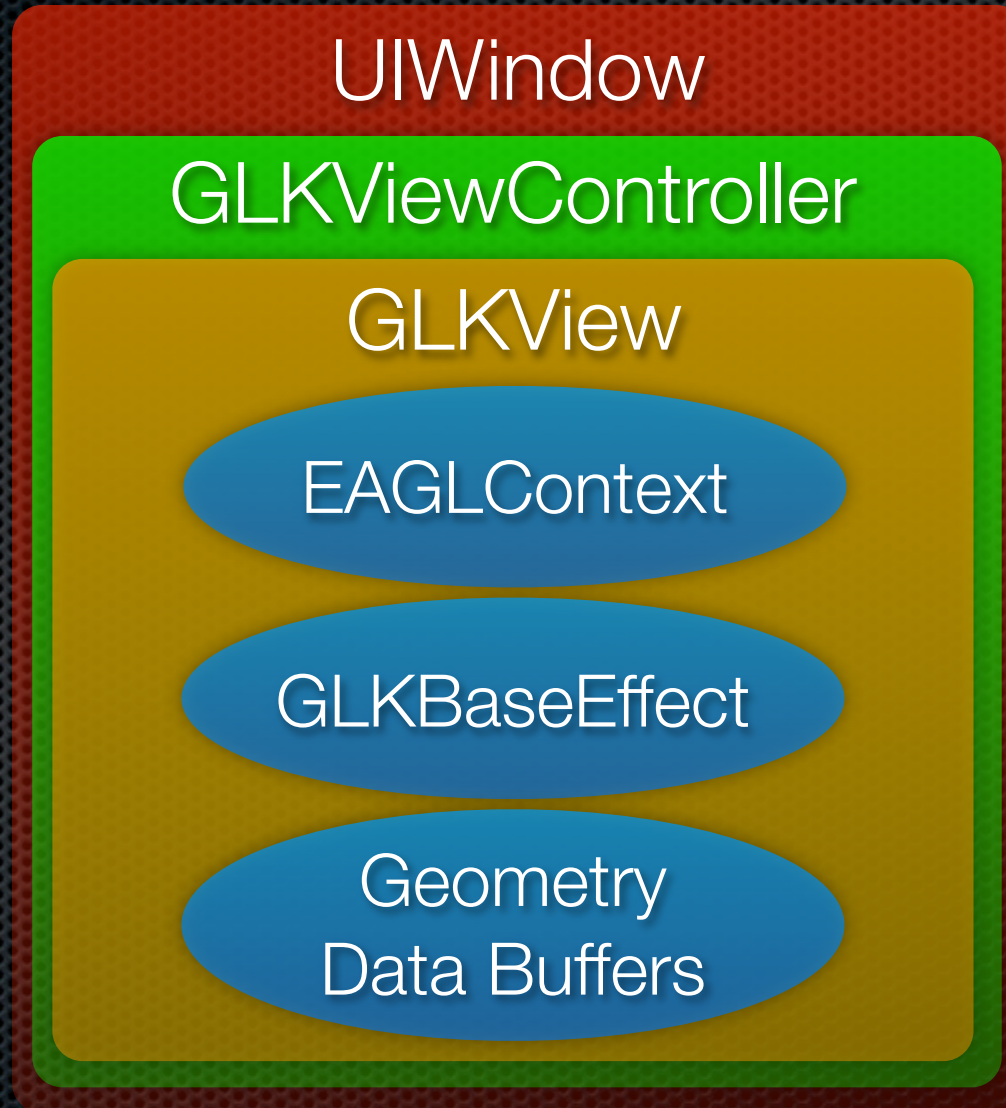
iOS5 GLKit Controls Touch

# GLKit

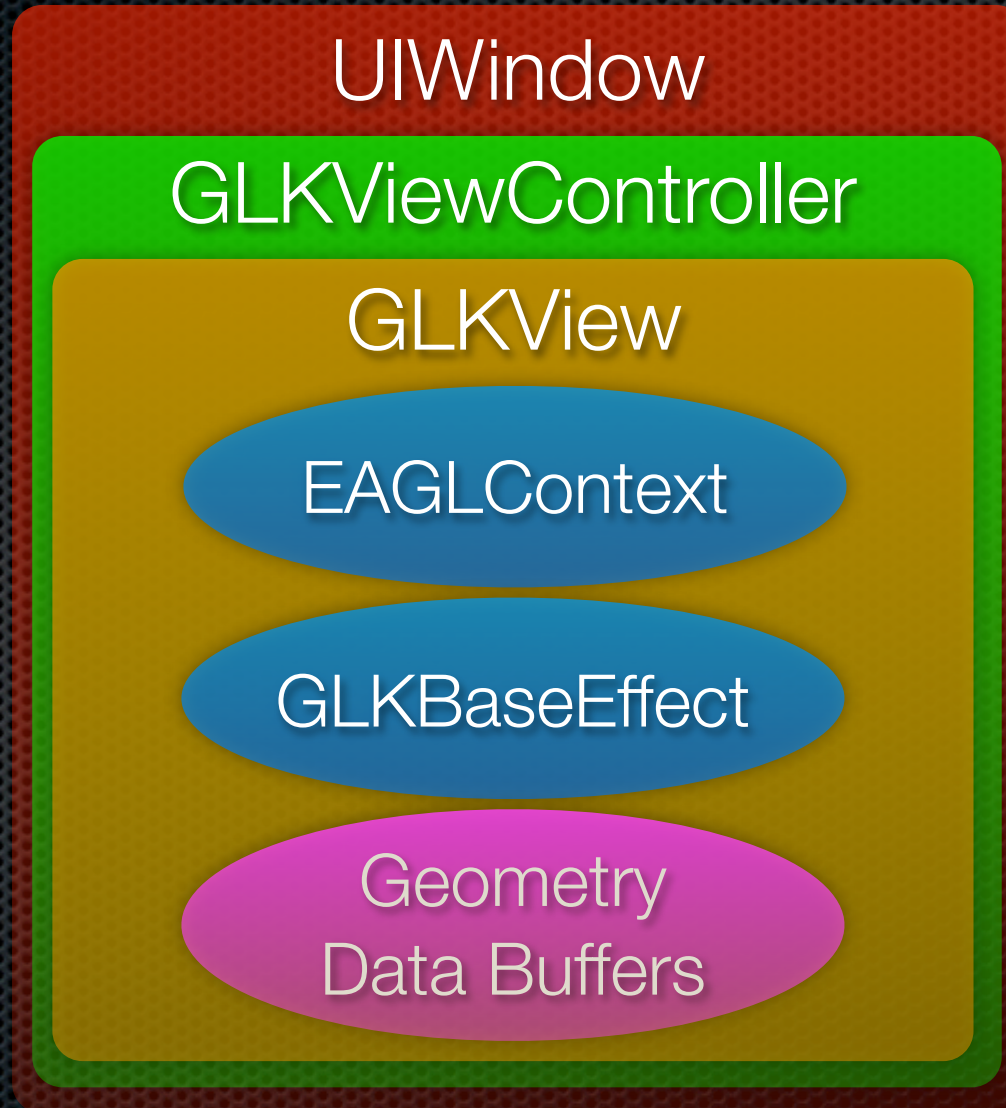
- **Simplifies setup** of an OpenGL ES2 application
- Supplies support for OpenGL **ES1 style applications in ES2**
- **GLKView** and **GLKViewController**
- Standard **texture loader** class
- **Vector** and **Matrix** Types!



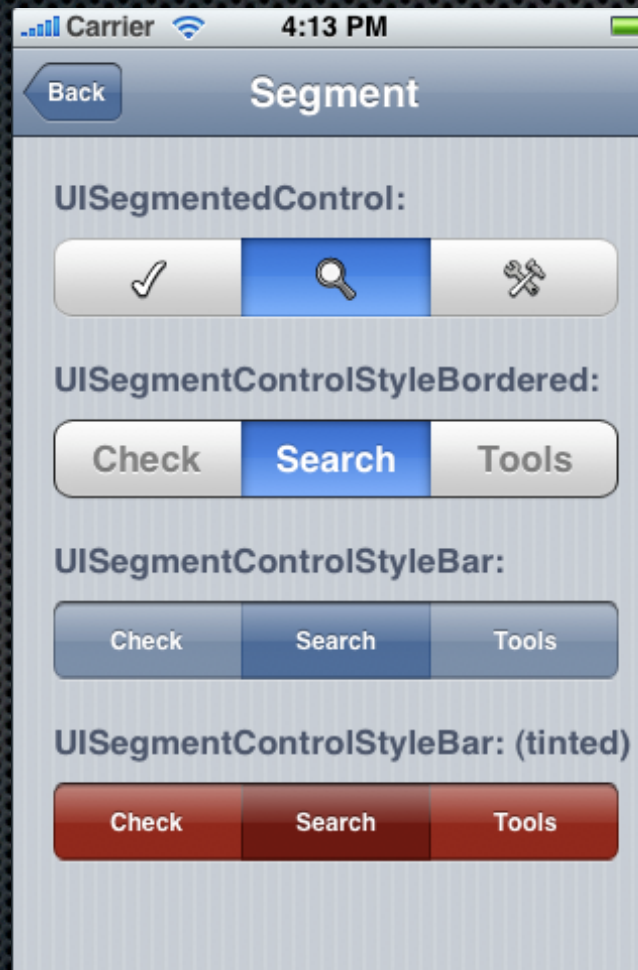
# GLKit Basic Program



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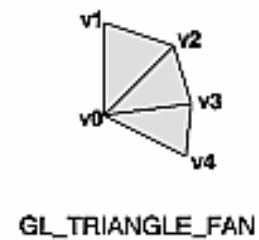
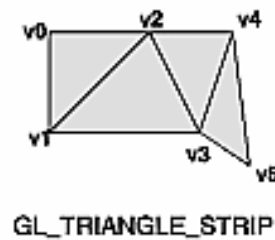
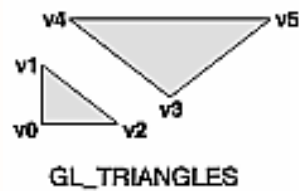
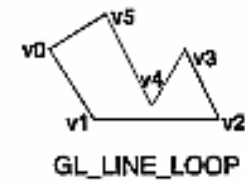
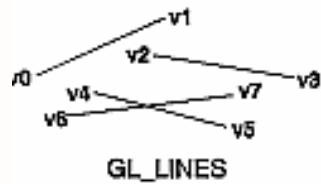


# Controls?

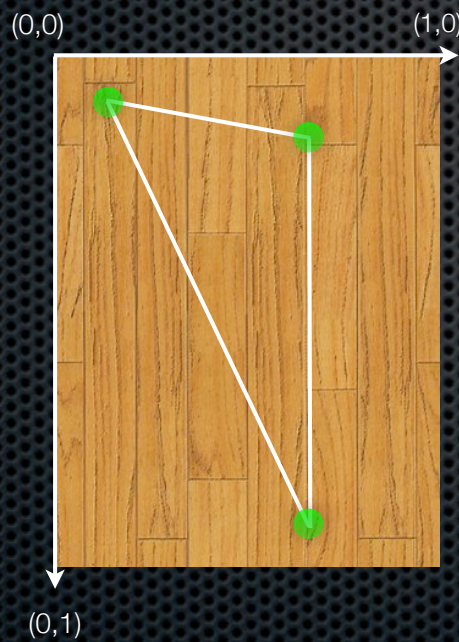
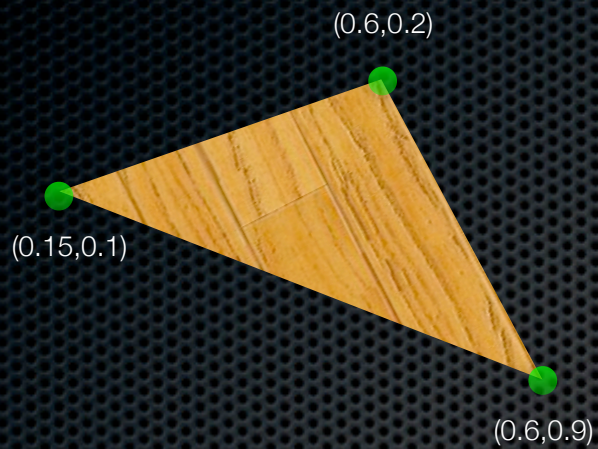


# Geometry

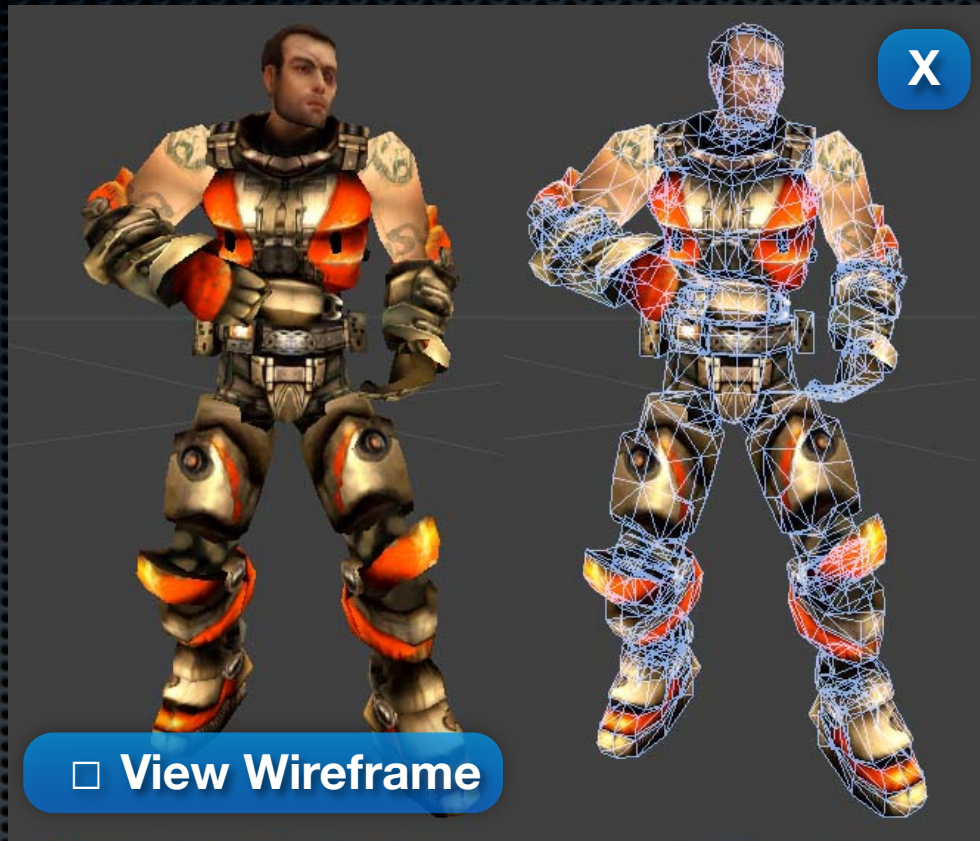
v0 ● v4  
v1 ● v3  
v2 ■  
GL\_POINTS



# Texturing







GLCWindow : GLKView

GLCView : NSObject          rootView

GLCLabel : GLCView

GLCImageView : GLCView

GLCLabel

GLCCheck : GLCView

GLCLabel

GLCCheck : GLCView

GLCLabel

GLCCheck : GLCView

GLCButton : GLCView

