

# CODE.h

```
#import "QCPatch.h"
#import "QCOpenGLContext.h"

#import "QCNumberPort.h"
#import "QCColorPort.h"

@interface GLPointPatch : QCPatch
{
    QCNumberPort *inputSize;
    QCNumberPort *inputX;
    QCNumberPort *inputY;
    QCNumberPort *inputZ;
    QCColorPort *inputColor;
}

+ (int)executionMode;
+ (BOOL)allowsSubpatches;
+ (int)timeMode;

- (id)initWithIdentifier:(id)fp8;
- (id)attributes;

- (id)setup:(QCOpenGLContext *)context;
- (void)cleanup:(QCOpenGLContext *)context;

- (void)enable:(QCOpenGLContext *)context;
- (void)disable:(QCOpenGLContext *)context;

- (BOOL)execute:(QCOpenGLContext *)context time:(double)time arguments:(NSDictionary *)arguments;
@end
```

Send just this part to be write in the GL CODE patch setting

# CODE.m

```
#import <OpenGL/gi.h>
#import <OpenGL/OpenGL.h>
#import "GLPointPatch.h"
@implementation GLPointPatch : QCPatch
+ (int)executionMode
{
    return 1;
}
+ (BOOL)allowsSubpatches
{
    return NO;
}
+ (int)timeMode
{
    return 1;
}
- (id)initWithIdentifier:(id)fp8
{
    id z=[super initWithIdentifier:fp8];
    if(z)
    {
        [inputSize setDoubleValue:8.0];
        [inputColor setRed:0.7 green:0.4 blue:0.4 alpha:0.9];
    }
    return z;
}
- (id)attributes
{
    NSMutableDictionary *at=[[super attributes] mutableCopy];
    [at setObject:@"Kineme GL Point" forKey:@"name"];
    return at;
}

- (id)setup:(QCOpenGLContext *)context
{
    return context;
}
- (void)cleanup:(QCOpenGLContext *)context
{
}

- (void)enable:(QCOpenGLContext *)context
{
}
- (void)disable:(QCOpenGLContext *)context
{
}

- (BOOL)execute:(QCOpenGLContext *)context time:(double)time arguments:(NSDictionary *)arguments
{
    float red,green,blue,alpha;

    [inputColor getRed:&red green:&green blue:&blue alpha:&alpha];

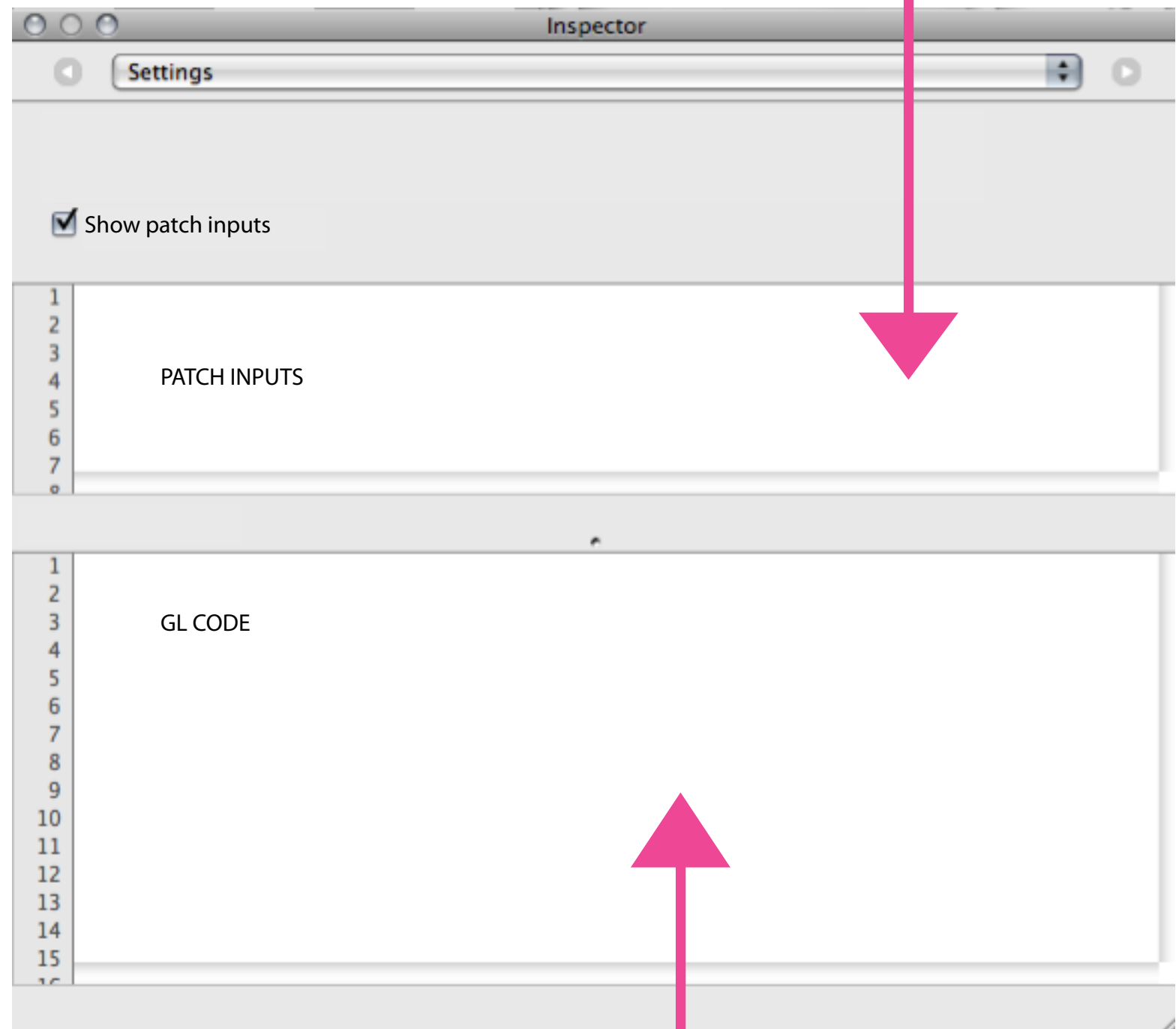
    CGLSetCurrentContext([context CGLContextObj]);

    glEnable(GL_BLEND);
    glBlendFunc(GL_SRC_ALPHA, GL_ONE_MINUS_SRC_ALPHA);
    glEnable(GL_POINT_SMOOTH);
    glHint(GL_POINT_SMOOTH_HINT, GL_NICEST);

    glPointSize([inputSize doubleValue]);

    glBegin(GL_POINTS);
        glColor4f(red,green,blue,alpha);
        glVertex3f([inputX doubleValue],[inputY doubleValue],[inputZ doubleValue]);
    glEnd();

    return YES;
}
@end
```



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