

TArcBall
fgIsA fThisRot[9] fLastRot[9] fTransform[16] fStVec[3] fEnVec[3] fAdjustWidth fAdjustHeight
Streamer TArcBall operator= ResetMatrices MapToSphere TArcBall @~TArcBall SetBounds Click Drag GetRotMatrix Class Class_Name IsA