

| TGLLogicalShape                |                                |
|--------------------------------|--------------------------------|
| kLODAxesNone                   | fDLBase                        |
| kLODAxesX                      | fDLSize                        |
| kLODAxesY                      | fDLValid                       |
| kLODAxesZ                      | fDLCache                       |
| kLODAxesAll                    | fRefStrong                     |
| fRef                           | fOwnExtObj                     |
| fFirstPhysical                 | fIgnoreSizeForCameraInterest   |
| fExternalObj                   | fgIsA                          |
| fBoundingBox                   |                                |
| fScene                         |                                |
| Streamer                       | ShouldDLCache                  |
| TGLLogicalShape                | DLOffset                       |
| operator=                      | DLCacheClear                   |
| PurgeDLRange                   | DLCacheDrop                    |
| TGLLogicalShape                | DLCachePurge                   |
| TGLLogicalShape                | SupportedLODAxes               |
| TGLLogicalShape                | QuantizeShapeLOD               |
| @~TGLLogicalShape              | Draw                           |
| Ref                            | DirectDraw                     |
| AddRef                         | DrawHighlight                  |
| SubRef                         | IgnoreSizeForOfInterest        |
| StrongRef                      | KeepDuringSmartRefresh         |
| DestroyPhysicals               | SupportsSecondarySelection     |
| UnrefFirstPhysical             | AlwaysSecondarySelect          |
| GetFirstPhysical               | ProcessSelection               |
| ID                             | InvokeContextMenu              |
| GetExternal                    | GetIgnoreSizeForCameraInterest |
| GetScene                       | SetIgnoreSizeForCameraInterest |
| BoundingBox                    | Class                          |
| UpdateBoundingBox              | Class_Name                     |
| UpdateBoundingBoxesOfPhysicals |                                |
| SetDLCache                     |                                |

| TGLObject              |
|------------------------|
| fgGLClassMap           |
| fMultiColor            |
| fgIsA                  |
| Streamer               |
| SearchGLRenderer       |
| SetModelCheckClass     |
| SetAxisAlignedBBox     |
| SetAxisAlignedBBox     |
| TGLObject              |
| @~TGLObject            |
| ShouldDLCache          |
| KeepDuringSmartRefresh |
| UpdateBoundingBox      |
| SetModel               |
| SetBBox                |
| GetGLRenderer          |
| Class                  |
| Class_Name             |
| IsA                    |
| ShowMembers            |
| StreamerNVirtual       |

| TEveBoxGL               |
|-------------------------|
| fM                      |
| fgIsA                   |
| TEveBoxGL               |
| operator=               |
| RenderOutline           |
| RenderBoxStdNorm        |
| RenderBoxAutoNorm       |
| TEveBoxGL               |
| @~TEveBoxGL             |
| SetModel                |
| SetBBox                 |
| Draw                    |
| DirectDraw              |
| IgnoreSizeForOfInterest |
| Class                   |
| Class_Name              |
| IsA                     |
| ShowMembers             |