

TGLLogicalShape	
kLODAxesNone	fDLBase
kLODAxesX	fDLSize
kLODAxesY	fDLValid
kLODAxesZ	fDLCache
kLODAxesAll	fRefStrong
fRef	fOwnExtObj
fFirstPhysical	fIgnoreSizeForCameraInterest
fExternalObj	fglsA
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
fglsA
Streamer
SearchGLRenderer
SetModelCheckClass
SetAxisAlignedBBox
SetAxisAlignedBBox
TGLObject
@~TGLObject
ShouldDLCache
KeepDuringSmartRefresh
UpdateBoundingBox
SetModel
SetBBox
GetGLRenderer
Class
Class_Name
IsA
ShowMembers
StreamerNVirtual

TEveBoxProjectedGL
fM
fglsA
TEveBoxProjectedGL
operator=
RenderPoints
TEveBoxProjectedGL
@~TEveBoxProjectedGL
SetModel
SetBBox
Draw
DirectDraw
IgnoreSizeForOfInterest
Class
Class_Name
IsA
ShowMembers