

TGLLogicalShape	
kLODAxesNone	fDLBase
kLODAxesX	fDLSize
kLODAxesY	fDLValid
kLODAxesZ	fDLCache
kLODAxesAll	fRefStrong
fRef	fOwnExtObj
fFirstPhysical	fIgnoreSizeForCamera
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	SupportsSecondarySelect
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

TEveCaloLegoGL	
fGridColor	fDLCacheOK
fFontColor	fCells2D
fEtaAxis	fRebinData
fPhiAxis	fMaxVal
fZAxis	fValToPixel
fXAxisTitlePos	fCurrentPixelsPerBin
fYAxisTitlePos	fDLMap
fZAxisTitlePos	fCells3D
fBackPlaneXConst[2]	fBinStep
fBackPlaneYConst[2]	fgIsA
fAxisPainter	
fM	
TEveCaloLegoGL	WrapTwoPi
operator=	TEveCaloLegoGL
GetScaleForMatrix	@~TEveCaloLegoGL
GetGridStep	SetModel
RebinAxis	SetBBox
SetAxis3DTitlePos	DLCacheDrop
DrawAxis3D	DLCachePurge
DrawAxis2D	DirectDraw
DrawHistBase	DrawHighlight
DrawSelectedCells	SupportsSecondarySelect
PrepareCell2DData	AlwaysSecondarySelect
PrepareCell2DDataRebin	ProcessSelection
DrawCells2D	Class
DrawCells3D	Class_Name
MakeQuad	IsA
Make3DDisplayList	ShowMembers
Make3DDisplayListRebin	