

TGLOverlayElement	TGLCameraOverlay	TEveCaloLegoOverlay
kUser kViewer kAnnotation kAll kInvisible kDisabled kActive kAllVisible fRole <b>fState</b> fgIsA	kPlaneIntersect kBar kAxis kGridFront kGridBack <b>fShowOrthographic</b> <b>fShowPerspective</b> <b>fOrthographicMode</b> <b>fPerspectiveMode</b>  Streamer <b>TGLCameraOverlay</b> operator= ProjectionMatrixPushide <b>TGLOverlayElement</b> @~ <b>TGLOverlayElement</b> MouseEnter <b>MouseStillInside</b> Handle MouseLeave Render <b>GetRole</b> <b>SetRole</b> <b>GetState</b> <b>SetState</b> <b>SetBinaryState</b> Class Class_Name IsA	fAxisPainter fAxis fAxisExtend fUseAxisColors fExternalRefPlane fUseExternalRefPlane fFrustum[4] fglsA  SetPerspectiveMode GetOrthographicMode SetOrthographicMode GetShowOrthographic SetShowOrthographic GetShowPerspective SetShowPerspective SetFrustum GetAttAxis Class Class_Name IsA GetUseExternalRefPlane GetPerspectiveMode
		fCalo fShowScales fScaleColor fScaleTransparency fScaleCoordX fScaleCoordY fScaleW fScaleH fCellX fCellY fFrameColor fFrameLineTransp fFrameBgTransp fMouseX fMouseY fInDrag
		TEveCaloLegoOverlay operator= SetCaloLego SetShowPlane SetSliderVal GetShowPlane RenderLogarithmicScale SetHeaderTxt RenderPaletteScales GetHeaderTxt RenderPlaneInterface SetShowScales RenderHeader SetScaleColorTransparency TEveCaloLegoOverlay operator= SetScalePosition SetFrameAttribs Render Class MouseEnter Class_Name Handle IsA MouseLeave ShowMembers GetCaloLego