

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

TEveProjectionAxesGL
fM
fProjection
fAxisPainter
fgIsA
TEveProjectionAxesGL
operator=
GetRange
SplitInterval
SplitIntervalByPos
SplitIntervalByVal
FilterOverlappingLabels
TEveProjectionAxesGL
@~TEveProjectionAxesGL
SetModel
SetBBox
Draw
DirectDraw
IgnoreSizeForOfInterest
Class
Class_Name
IsA
ShowMembers