

TGLLogicalShape	
kLODAxesNone	fDLBase
kLODAxesX	fDLSize
kLODAxesY	fDLValid
kLODAxesZ	fDLCache
kLODAxesAll	fRefStrong
fRef	fOwnExtObj
fFirstPhysical	fglIgnoreSizeForCameraInterest
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	SupportsSecondarySelect
UnrefFirstPhysical	AlwaysSecondarySelect
GetFirstPhysical	ProcessSelection
ID	InvokeContextMenu
GetExternal	GetIgnoreSizeForCameraInterest
GetScene	SetIgnoreSizeForCameraInterest
BoundingBox	Class
UpdateBoundingBox	Class_Name
UpdateBoundingBoxesOfPhysicals	
SetDLCache	

TGLObject
fgGLClassMap
fMultiColor
fglsA
Streamer
SearchGLRenderer
SetModelCheckClass
SetAxisAlignedBBBox
SetAxisAlignedBBBox
TGLObject
@~TGLObject
ShouldDLCache
KeepDuringSmartRefresh
UpdateBoundingBox
SetModel
SetBBBox
GetGLRenderer
Class
Class_Name
IsA
ShowMembers
StreamerNVirtual

TGLPlot3D
fPlotPainter
fCoord
fglsA
Streamer
TGLPlot3D
operator=
SetPainter
InstantiatePlot
TGLPlot3D
@~TGLPlot3D
KeepDuringSmartRefresh
CreatePlot
CreatePlot
CreatePlot
Class
Class_Name
IsA

TF2GL
fM
fH
fglsA
Streamer
TF2GL
operator=
TF2GL
@~TF2GL
SetModel
SetBBBox
DirectDraw
KeepDuringSmartRefresh
Class
Class_Name
IsA