

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

TGLCylinder	
fR1	
fR2	
fR3	
fR4	
fDz	
fPhi1	
fPhi2	
fLowPlaneNorm	
fHighPlaneNorm	
fSegMesh	
fglsA	
Streamer	
TGLCylinder	
@~TGLCylinder	
DLOffset	
SupportedLODAxes	
QuantizeShapeLOD	
DirectDraw	
Class	
Class_Name	
ShowMembers	
StreamerNVirtual	