

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	GetIgnoreSizeForCamera
GetScene	SetIgnoreSizeForCamera
BoundingBox	Class
UpdateBoundingBox	Class_Name
UpdateBoundingBoxesOfPhysicals	
SetDLCache	

TGLFaceSet
fVertices
fNormals
fPolyDesc
fNbPolys
fgEnforceTriangles
fgIsA
Streamer
TGLFaceSet
DirectDraw
SetFromMesh
CalculateNormals
EnforceTriangles
GetVertices
GetNormals
GetPolyDesc
GetNbPolys
GetEnforceTriangles
SetEnforceTriangles
GLDrawPolys
CheckPoints
Eq
Class
Class_Name
IsA
ShowMembers
StreamerNVirtual
TGLFaceSet
TGLFaceSet
operator=