

TGLFormat
fgAvailableSamples
fgIsA
fDoubleBuffered
fStereo
fDepthSize
fAccumSize
fStencilSize
fSamples
Streamer
GetDefaultSamples
InitAvailableSamples
TGLFormat
TGLFormat
@~TGLFormat
operator==
operator@!=
GetDepthSize
SetDepthSize
HasDepth
GetStencilSize
SetStencilSize
HasStencil
GetAccumSize
SetAccumSize
HasAccumBuffer
IsDoubleBuffered
SetDoubleBuffered
IsStereo
SetStereo
GetSamples
SetSamples
HasMultiSampling
Class
Class_Name
IsA
ShowMembers
StreamerNVirtual