

TGLOverlayElement
kUser kViewer kAnnotation kAll kInvisible kDisabled kActive kAllVisible fRole fState fgIsA
Streamer TGLOverlayElement operator= ProjectionMatrixPushide TGLOverlayElement @~TGLOverlayElement MouseEnter MouseStillInside Handle MouseLeave Render GetRole SetRole GetState SetState SetBinaryState Class Class_Name IsA

TGLManipSet
kTrans kScale kRotate kEndType fManip[3] fType fDrawBBBox fgIsA
Streamer TGLManipSet operator= TGLManipSet @~TGLManipSet SetPShape MouseEnter Handle MouseLeave Render GetCurrentManip GetManipType SetManipType GetDrawBBBox SetDrawBBBox Class Class_Name IsA

TGLPShapeRef
fgIsA fNextPSRef fPShape
Streamer TGLPShapeRef operator= TGLPShapeRef TGLPShapeRef @~TGLPShapeRef GetPShape SetPShape PShapeModified Class Class_Name IsA