

TGLSceneInfo		
kClipNone	fClip	fUpdateTimeouted
kClipOutside	fLastLOD	fTransformedBBox
kClipInside	fLastStyle	fViewCheck
fViewer	fLastWFLineW	fInFrustum
fScene	fLastOLLineW	fInClip
fActive	fLastClip	fClipMode
fLOD	fLastCamera	fFrustumPlanes
fStyle	fSceneStamp	fClipPlanes
fWFLineW	fClipStamp	fIsA
fOLLineW	fCameraStamp	
Streamer	ShouldClip	LastClip
TGLSceneInfo	IsVisible	SetLastClip
operator=	FrustumPlanes	LastCamera
TGLSceneInfo	ClipPlanes	SetLastCamera
@~TGLSceneInfo	LOD	SceneStamp
GetViewer	SetLOD	SetSceneStamp
RefViewer	Style	ResetSceneStamp
GetScene	SetStyle	ClipStamp
RefScene	WFLineW	SetClipStamp
GetActive	SetWFLineW	ResetClipStamp
SetActive	OLLineW	CameraStamp
SetupTransformsAndBBox	OLLineW	SetCameraStamp
GetTransformedBBox	Clip	ResetCameraStamp
SetSceneTrans	SetClip	HasUpdateTimeouted
ViewCheck	LastLOD	UpdateTimeouted
ViewCheck	SetLastLOD	ResetUpdateTimeouted
IsInFrustum	LastStyle	Class
InFrustum	SetLastStyle	Class_Name
IsInClip	LastWFLineW	IsA
InClip	SetLastWFLineW	
ClipMode	LastOLLineW	
ClipMode	SetLastOLLineW	

TGLScene::TSceneInfo
fShapesOfInterest
fVisibleElements
fMinorStamp
fOpaqueElements
fTranspElements
fSelOpaqueElements
fSelTranspElements
fOpaqueCnt
fTranspCnt
fAsPixelCnt
fByShapeCnt
CmpDrawElements
ClearDrawElementVec
ClearDrawElementPtrVec
TSceneInfo
@~TSceneInfo
ClearAfterRebuild
ClearAfterUpdate
Lodify
PreDraw
PostDraw
ResetDrawStats
UpdateDrawStats
DumpDrawStats