

TGLLockable
kUnlocked
kDrawLock
kSelectLock
kModifyLock
fgIsA
fLock
Streamer
TGLLockable
operator=
TGLLockable
@~TGLLockable
LockIdStr
TakeLock
ReleaseLock
IsLocked
CurrentLock
IsDrawOrSelectLock
LockName
LockValid
Class
Class_Name
IsA

TGLViewerBase	
fgIsA	fResetSceneInfosOnRender
fRnrCtx	fChanged
fCamera	fScenes
fClip	fVisScenes
fLOD	fOverallBoundingBox
fStyle	fOverlay
fWFLineW	
fOLLineW	
Streamer	SetOLLineW
TGLViewerBase	ResetSceneInfos
operator=	Changed
FindScene	IsChanged
SubRenderScenes	MergeSceneBBoxes
SetupClipObject	RefOverallBoundingBox
TGLViewerBase	PreRender
@~TGLViewerBase	Render
LockIdStr	RenderNonSelected
AddScene	RenderSelected
RemoveScene	RenderSelectedForHighlight
RemoveAllScenes	RenderOpaque
SceneDestructing	RenderTransparent
GetSceneInfo	RenderOverlay
FindLogicallyInScenes	PostRender
AddOverlayElement	PreRenderOverlaySelection
RemoveOverlayElement	PostRenderOverlaySelection
DeleteOverlayAnnotation	ResolveSelectRecord
DeleteOverlayElements	FindClosestRecord
Clip	FindClosestOpaqueRecord
SetClip	FindClosestOverlayRecord
LOD	GetRnrCtx
SetLOD	RnrCtx
Style	Class
SetStyle	Class_Name
WFLineW	IsA
SetWFLineW	
OLLineW	