TGLRender

Fields

- fGLObjects
- fGLCameras
- fGLInit
- fAllActive
- fIsPicking
- fBoxInList
- fActiveCam
- fDList
- fSelected
- fFirstT
- fSelectedObj
- fSelectionBox
- fPlaneEqn[4]
- fClipping
- fAxes
- fPxs
- fAxeD[3]
- fgIsA

Methods

- @~TGLRender
- TGLRender
- Traverse
- SetAllActive
- SetActive
- AddNewObject
- AddNewCamera
- SelectObject
- MoveSelected
- ResetPlane
- SetPlane
- GetSize
- EndMovement
- Invalidate
- SetAxes
- ResetAxes
- SetFamilyColor
- BuildGLList
- RunGLList
- DrawAxes
- Init
- TGLRender
- operator=
- Class
- Class_Name
- IsA
- ShowMembers