

**TVirtualViewer3D**

**fgIsA**

**@~TVirtualViewer3D**

**PreferLocalFrame**

**BeginScene**

**BuildingScene**

**EndScene**

**AddObject**

**AddObject**

**OpenComposite**

**CloseComposite**

**AddCompositeOp**

**Viewer3D**

**Class**

**Class\_Name**

**IsA**

**ShowMembers**

**Streamer**