

TGLDrawable
fID fDLCache fBoundingBox fglsA
@~TGLDrawable operator= DirectDraw ID BoundingBox Draw DrawWireFrame DrawOutline SetDLCache UseDLCache Purge Class Class_Name IsA ShowMembers

TGLLogicalShape
fRef fRefStrong fglsA
@~TGLLogicalShape InvokeContextMenu AddRef SubRef Ref StrongRef Class Class_Name IsA ShowMembers

TGLSceneObject
fVertices fRealObject fglsA
@~TGLSceneObject InvokeContextMenu operator= Class Class_Name IsA ShowMembers

TGLFaceSet
fNormals fPolyDesc fNbPolys fglsA
@~TGLFaceSet DirectDraw TGLFaceSet SetFromMesh DrawWireFrame DrawOutline GLDrawPolys CheckPoints Eq CalculateNormals Class Class_Name IsA ShowMembers