

TGLDrawable
<b>fID</b> <b>fDLCache</b> <b>fBoundingBox</b> <b>fgIsA</b>
<b>@~TGLDrawable</b> <b>operator=</b> <b>DirectDraw</b> <b>ID</b> <b>BoundingBox</b> <b>Draw</b> <b>DrawWireFrame</b> <b>DrawOutline</b> <b>SetDLCache</b> <b>UseDLCache</b> <b>Purge</b> <b>Class</b> <b>Class_Name</b> <b>IsA</b> <b>ShowMembers</b>

TGLLogicalShape
<b>fRef</b> <b>fRefStrong</b> <b>fgIsA</b>
<b>@~TGLLogicalShape</b> <b>InvokeContextMenu</b> <b>AddRef</b> <b>SubRef</b> <b>Ref</b> <b>StrongRef</b> <b>Class</b> <b>Class_Name</b> <b>IsA</b> <b>ShowMembers</b>