

**TGLManip**

**fViewer**  
**fShape**  
**fSelectedWidget**  
**fActive**  
**fFirstMouse**  
**fLastMouse**  
**fgRed[4]**  
**fgGreen[4]**  
**fgBlue[4]**  
**fgYellow[4]**  
**fgWhite[4]**  
**fgGrey[4]**  
**fgIsA**

**@~TGLManip**  
**CalcDrawScale**  
**Attach**  
**GetAttached**  
**Draw**  
**Select**  
**HandleButton**  
**HandleMotion**  
**Class**  
**Class\_Name**  
**IsA**  
**ShowMembers**

**TGLRotateManip**

**fShallowRing**  
**fShallowFront**  
**fActiveRingPlane**  
**fActiveRingCenter**  
**fRingLine**  
**fRingLineOld**  
**fgIsA**

**@~TGLRotateManip**  
**DrawAxisRing**  
**CalculateAngleDelta**  
**CalculateRingLine**  
**TGLRotateManip**  
**TGLRotateManip**  
**Draw**  
**HandleButton**  
**HandleMotion**  
**Class**  
**Class\_Name**  
**IsA**  
**ShowMembers**