

TObject

fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	

@~TObject	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[@]
AppendPad	InheritsFrom	SetBit
Browse	Inspect	SetBit
ClassName	IsFolder	ResetBit
Clear	IsEqual	TestBit
Clone	IsSortable	TestBits
Compare	IsOnHeap	InvertBit
Copy	IsZombie	Info
Delete	Notify	Warning
DistancetoPrimitive	Is	Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRemove	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	ShowMembers
GetIconName	operator new@[@]	

TVirtualViewer3D

fgIsA
@~TVirtualViewer3D
PreferLocalFrame
BeginScene
BuildingScene
EndScene
AddObject
AddObject
OpenComposite
CloseComposite
AddCompositeObj
SelectObject
DrawViewer
Viewer3D
Class
Class_Name
IsA
ShowMembers
Streamer

TGLViewer

fQObject	kAxesNone	fCSLevel	fReferencePos
kCameraPerspXOY	kAxesEdge	fCSTokens	fInitGL
kCameraPerspYOY	kAxesOrigin	kNone	fClipPlane
kCameraPerspXONPad	kRotate	kRotate	fClipBox
kCameraOrthoXONContextMenu	kTruck	kTruck	fCurrentClip
kCameraOrthoXOY	fPerspectiveCamera	kNone	fClipEdit
kCameraOrthoZOY	fPerspectiveCamera	kNone	fTransManip
kLightFront	fPerspectiveCamera	kNone	fScaleManip
kLightTop	fOrthoXOYCamera	fStartPos	fRotateManip
kLightBottom	fOrthoXOZCamera	fLastPos	fCurrentManip
kLightLeft	fOrthoZOYCamera	fActiveButtonID	fDebugMode
kLightRight	fCurrentCamera	fDrawStyle	fAcceptedPhysicals
kLightMask	fInternalRebuild	fRedrawTimer	fRejectedPhysicals
kFill	fPostSceneBuildStart	fNextSceneLOD	fIsPrinting
kOutline	fAcceptedAllPhysicals	fSame	fGLWindow
kWireFrame	fForceAcceptAll	fViewport	fgIsA
kClipNone	fInternalPIDs	fLightState	
kClipPlane	fNextInternalPID	fAxesType	
kClipBox	fComposite	fReferenceOn	

@~TGLViewer	ChangedBy	BeginScene	PostSceneBuildSetup
GetListOfSignals	Message	BuildingScene	SelectionChanged
Connect	PreDraw	EndScene	ClipChanged
Disconnect	PostDraw	AddObject	RequestDraw
HighPriority	InitGL	AddObject	DoDraw
LowPriority	MakeCurrent	OpenComposite	RequestSelect
EmitVA	SwapBuffers	CloseComposite	DoSelect
Emit	RebuildScene	AddCompositeObj	RequestSelectManip
Emit	ValidateObjectBuffer	SetDrawStyle	DoSelectManip
Emit	CreateNewLogical	SetCurrentCamera	HandleEvent
Emit	CreateNewPhysical	SetOrthoCamera	HandleButton
Emit	BuildComposite	SetPerspectiveCamera	HandleDoubleClick
Emit	SetViewport	ToggleLight	HandleConfigureNotify
Emit	SetupCameras	SetLight	HandleKey
Emit	CurrentCamera	GetGuideState	HandleMotion
Emit	SetupLights	SetGuideState	HandleExpose
Emit	SetupClips	GetClipState	Class
Emit	ClearClips	SetClipState	Class_Name
Emit	TGLViewer	GetCurrentClip	IsA
Emit	operator=	SetCurrentClip	ShowMembers
Emit	TGLViewer	SetSelectedColor	
Emit	DistancetoPrimitive	SetColorOnSelectedFamily	
Emit	ExecuteEvent	SetSelectedGeom	
Destroyed	PreferLocalFrame	GetSelected	