

TGLDrawable
<div>fID</div> <div>fCached</div> <div>fBoundingBox</div> <div>fgQuad</div> <div>kLODAxesNone</div> <div>kLODAxesX</div> <div>kLODAxesY</div> <div>kLODAxesZ</div> <div>kLODAxesAll</div> <div>fgIsA</div>
<div>@~TGLDrawable</div> <div>operator=</div> <div>DirectDraw</div> <div>ID</div> <div>BoundingBox</div> <div>SupportedLODAxes</div> <div>Draw</div> <div>SetCached</div> <div>ShouldCache</div> <div>Purge</div> <div>Class</div> <div>Class_Name</div> <div>IsA</div> <div>ShowMembers</div>

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

TGLCylinder
<div>fR1</div> <div>fR2</div> <div>fR3</div> <div>fR4</div> <div>fDz</div> <div>fPhi1</div> <div>fPhi2</div> <div>fLowPlaneNorm</div> <div>fHighPlaneNorm</div> <div>fSegMesh</div> <div>fgIsA</div>
<div>@~TGLCylinder</div> <div>DirectDraw</div> <div>TGLCylinder</div> <div>SupportedLODAxes</div> <div>Class</div> <div>Class_Name</div> <div>IsA</div> <div>ShowMembers</div>