

TGLManip
<div>fShape</div> <div>fSelectedWidget</div> <div>fActive</div> <div>fFirstMouse</div> <div>fLastMouse</div> <div>fgRed[4]</div> <div>fgGreen[4]</div> <div>fgBlue[4]</div> <div>fgYellow[4]</div> <div>fgWhite[4]</div> <div>fgGrey[4]</div> <div>fgIsA</div>
<div>@~TGLManip</div> <div>CalcDrawScale</div> <div>Attach</div> <div>GetAttached</div> <div>Draw</div> <div>Select</div> <div>HandleButton</div> <div>HandleMotion</div> <div>Class</div> <div>Class_Name</div> <div>IsA</div> <div>ShowMembers</div> <div>Streamer</div>

TGLRotateManip
<div>fShallowRing</div> <div>fShallowFront</div> <div>fActiveRingPlane</div> <div>fActiveRingCenter</div> <div>fRingLine</div> <div>fRingLineOld</div> <div>fgIsA</div>
<div>@~TGLRotateManip</div> <div>DrawAxisRing</div> <div>CalculateAngleDelta</div> <div>CalculateRingLine</div> <div>TGLRotateManip</div> <div>TGLRotateManip</div> <div>Draw</div> <div>HandleButton</div> <div>HandleMotion</div> <div>Class</div> <div>Class_Name</div> <div>IsA</div> <div>ShowMembers</div> <div>Streamer</div> <div>StreamerNVirtual</div>