

**TGLDrawable**

**fID**  
**fCached**  
**fBoundingBox**  
**fgQuad**  
**kLODAxesNone**  
**kLODAxesX**  
**kLODAxesY**  
**kLODAxesZ**  
**kLODAxesAll**  
**fgIsA**

**@~TGLDrawable**  
**operator=**  
**DirectDraw**  
**ID**  
**BoundingBox**  
**SupportedLODAxes**  
**Draw**  
**SetCached**  
**ShouldCache**  
**Purge**  
**Class**  
**Class\_Name**  
**IsA**  
**ShowMembers**

**TGLPhysicalShape**

<b>kTranslateX</b>	<b>kRotateAll</b>
<b>kTranslateY</b>	<b>kManipAll</b>
<b>kTranslateZ</b>	<b>fLogicalShape</b>
<b>kTranslateAll</b>	<b>fTransform</b>
<b>kScaleX</b>	<b>fColor[17]</b>
<b>kScaleY</b>	<b>fSelected</b>
<b>kScaleZ</b>	<b>fInvertedWind</b>
<b>kScaleAll</b>	<b>fModified</b>
<b>kRotateX</b>	<b>fManip</b>
<b>kRotateY</b>	<b>fgIsA</b>
<b>kRotateZ</b>	

**@~TGLPhysicalShapeIsTransparent**  
**UpdateBoundingBox** **IsInvisible**  
**InitColor** **SetColor**  
**DirectDraw** **GetScale**  
**TGLPhysicalShape** **GetTranslation**  
**TGLPhysicalShape** **SetTransform**  
**CalcDrawFlags** **SetTranslation**  
**SupportedLODAxes** **Translate**  
**Draw** **Scale**  
**GetLogical** **Rotate**  
**InvokeContextMenu** **Class**  
**GetManip** **Class\_Name**  
**SetManip** **IsA**  
**IsModified** **ShowMembers**  
**IsSelected** **Streamer**  
**Select**  
**Color**

**TGLClip**

**kInside**  
**kOutside**  
**fMode**  
**fgIsA**

**@~TGLClip**  
**Mode**  
**SetMode**  
**Draw**  
**PlaneSet**  
**Class**  
**Class\_Name**  
**IsA**  
**ShowMembers**

**TGLClipPlane**

**fgColor[4]**  
**fgIsA**

**@~TGLClipPlane**  
**TGLClipPlane**  
**Set**  
**PlaneSet**  
**Class**  
**Class\_Name**  
**IsA**  
**ShowMembers**  
**Streamer**