

**TGLCamera**

**kNear**                    **fCacheDirty**  
**kLeft**                    **fProjM**  
**kRight**                   **fModVM**  
**kTop**                     **fClipM**  
**kBottom**                **fFrustumPlanes[6]**  
**kFar**                     **fViewport**  
**kPlanesPerFrustum** **fInterestBox**  
**fPreviousInterestBox** **fLargestSeen**  
**fInterestFrustum**    **fgIsA**  
**fInterestFrustumAsBox**  
**fgInterestBoxExpansion**

**@~TGLCamera**            **WorldToViewport**  
**Frustum**                **WorldDeltaToViewport**  
**operator=**               **ViewportToWorld**  
**AdjustAndClampVal** **ViewportToWorld**  
**UpdateCache**           **ViewportToWorld**  
**SetViewport**            **ViewportDeltaToWorld**  
**Setup**                   **ViewportPlaneIntersecti**  
**Reset**                   **ViewportPlaneIntersecti**  
**Dolly**                   **WindowToViewport**  
**Zoom**                   **WindowToViewport**  
**Truck**                   **WindowToViewport**  
**Rotate**                   **WindowToViewport**  
**Apply**                   **OfInterest**  
**EyePoint**               **UpdateInterest**  
**EyeDirection**        **ResetInterest**  
**FrustumCenter**       **DrawDebugAids**  
**FrustumPlane**        **Class**  
**FrustumOverlap**      **Class\_Name**  
**ViewportOverlap**      **IsA**  
**ViewportRect**           **ShowMembers**  
**ViewportRect**

**TGLOrthoCamera**

**kXOY**  
**kXOZ**  
**kZOY**  
**fType**  
**fZoomMin**  
**fZoomDefault**  
**fZoomMax**  
**fVolume**  
**fZoom**  
**fTruck**  
**fMatrix**  
**fgZoomDeltaSens**  
**fgIsA**

**@~TGLOrthoCamera**  
**Init**  
**TGLOrthoCamera**  
**Setup**  
**Reset**  
**Dolly**  
**Zoom**  
**Truck**  
**Rotate**  
**Apply**  
**Configure**  
**Class**  
**Class\_Name**  
**IsA**  
**ShowMembers**