

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

TGLPerspectiveCamera

fHAxis
fVAxis
fDollyMin
fDollyDefault
fDollyMax
fFOV
fDolly
fVRotate
fHRotate
fCenter
fTruck
fgFOVMin
fgFOVDefault
fgFOVMax
fgDollyDeltaSens
fgFOVDeltaSens
fgIsA

@~TGLPerspectiveCamera
TGLPerspectiveCamera
Setup
Reset
Dolly
Zoom
Truck
Rotate
Apply
Configure
Class
Class_Name
IsA
ShowMembers