

**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

**TGLLogicalShape**

**fRef**  
**fRefStrong**  
**fExternalObj**  
**fgIsA**

**@~TGLLogicalShape**  
 operator=  
**InvokeContextMenu**  
**AddRef**  
**SubRef**  
**Ref**  
**StrongRef**  
**GetExternal**  
 KeepDuringSmartRefresh  
 Class  
 Class\_Name  
 IsA  
 ShowMembers

**TGLObject**

**fgIsA**

**@~TGLObject**  
**SetModelCheckClass**  
**SetAxisAlignedBBBox**  
**SetAxisAlignedBBBox**  
**SupportedLODAxes**  
**KeepDuringSmartRefresh**  
 SetModel  
 SetBBBox  
 Class  
 Class\_Name  
 IsA  
 ShowMembers

**TPointSet3DGL**

**fgIsA**

**@~TPointSet3DGL**  
**DirectDraw**  
**TPointSet3DGL**  
**SetModel**  
**SetBBBox**  
**ShouldCache**  
 Class  
 Class\_Name  
 IsA  
**ShowMembers**  
**Streamer**