

| TAttBBox                                                                                                                                                                                                        |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| fBBox<br>fgIsA                                                                                                                                                                                                  |
| @~TAttBBox<br>BBoxInit<br>BBoxZero<br>BBoxClear<br>BBoxCheckPoint<br>BBoxCheckPoint<br>operator=<br>GetBBoxOK<br>GetBBox<br>AssertBBox<br>ResetBBox<br>ComputeBBox<br>Class<br>Class_Name<br>IsA<br>ShowMembers |