TVirtualGLPainter

fgIsA

@~TVirtualGLPainter
Paint
Pan
PlotSelected
GetPlotInfo
Class
Class_Name
IsA
ShowMembers
Streamer

TGLPlotPainter

fGLContext	**fSelectionPass**
fPadColor	**fSelectedPart**
fHist	**fMousePosition**
fXAxis	**fXOZSectionPos**
fYAxis	**fYOZSectionPos**
fZAxis	**fXOYSectionPos**
fCoord	**fBackBox**
fCamera	**fZLevels**
fSelection	**fgIsA**
fUpdateSelection	

@~TGLPlotPainter	**MoveSection**
Paint	**DrawSections**
PlotSelected	DrawSectionX
InitGeometry	DrawSectionY
StartPan	DrawSectionZ
AddOption	InitGL
ProcessEvent	ClearBuffers
SetGLContext	DrawPlot
SetPadColor	**PrintPlot**
SetFrameColor	Class
InvalidateSelection	Class_Name
GetGLContext	IsA
GetPadColor	ShowMembers
MakeGLContextCurrent	

TGLLegoPainter

kColorSimple	**fCosSinTableY**
kColorLevel	**fBinInfo**
kCylindricBars	**fQuadric**
fLegoType	**fDrawErrors**
fMinZ	**fPalette**
fMinMaxVal	**fColorLevels**
fXEdges	**fgIsA**
fYEdges	
fCosSinTableX	

@~TGLLegoPainter	**ClearBuffers**
TGLLegoPainter	**DrawLegoCartesian**
operator=	**DrawLegoPolar**
TGLLegoPainter	**DrawLegoCylindrical**
GetPlotInfo	**DrawLegoSpherical**
InitGeometry	**SetLegoColor**
StartPan	**DrawSectionX**
Pan	**DrawSectionY**
AddOption	**DrawSectionZ**
ProcessEvent	**ClampZ**
InitGeometryCartesian	**PreparePalette**
InitGeometryPolar	**Class**
InitGeometryCylindrical	**Class_Name**
InitGeometrySpherical	**IsA**
InitGL	**ShowMembers**
DrawPlot	