

TObject		
fUniqueID	kIsReference	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDeletes
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@-TObject	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[]
AppendPad	InheritsFrom	SetBit
Browse	Inspect	SetBit
ClassName	IsFolder	ResetBit
Clear	IsEqual	TestBit
Clone	IsSortable	TestBits
Compare	IsOnHeap	InvertBit
Copy	IsZombie	Info
Delete	Notify	Warning
DistanceToPrimitive	IsPrimitive	Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRender	kDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOptions	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	
GetDrawOptions	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	ShowMembers
GetIconName	operator new@[]	

TVirtualViewer3D
fgIsA
@-TVirtualViewer3D
PreferLocalFrame
BeginScene
BuildingScene
EndScene
AddObject
AddObject
OpenComposite
CloseComposite
AddCompositeObj
SelectObject
DrawViewer
DoDraw
DoSelect
PrintObjects
ResetCameras
ResetCamerasAfter
Viewer3D
Class
Class_Name
IsA
ShowMembers
Streamer

TGLViewer			
fQObject	fPad	fCSLevel	fReferencePos
kCameraPersp	fCOT	fTextMenu	fCSTokens
kCameraPersp	fCOT	fCOT	fInitGL
kCameraPersp	fCOT	fCOT	fSmartRefresh
kCameraPersp	fCOT	fCOT	fDebugMode
kCameraOrtho	fCOT	fCOT	fAcceptedPhysic
kCameraOrtho	fCOT	fCOT	fRejectedPhysic
kLightFront	fOrthoZOYCam	fAxisPos	fGLWindow
kLightTop	fCurrentCamera	fActiveButton	fGLDevice
kLightBottom	fInternalRebuild	fDrawFlags	fPadEditor
kLightLeft	fPostSceneBuild	fRenderTime	fDirectRender
kLightRight	fAcceptedAllPhysic	fResetCameras	
kLightMask	fForceAccept	fViewport	fResetCameras
kAxesNone	fInternalPIDsf	LightState	fResetCameraO
kAxesEdge	fNextInternalPID	fDesType	fgIsA
kAxesOrigin	fComposite	fReferenceOn	
@-TGLViewer	PreDraw	EndScene	GetSelected
GetListOfSign	PostDraw	AddObject	RequestDraw
Connect	MakeCurrent	AddObject	DoDraw
Disconnect	SwapBuffers	OpenComposite	RequestSelect
HighPriority	RebuildScene	CloseComposite	Select
LowPriority	ValidateObject	CloseComposite	ApplySelection
EmitVA	CreateNewLight	Objects	ResetCurrentCa
Emit	CreateNewPhysicCamera	GetResetCamer	
Emit	BuildComposite	SetResetCamer	GetResetCamer
Emit	SetViewport	GetDev	GetResetCamer
Emit	SetupCamera	GetSmartRef	GetResetCamer
Emit	CurrentCamera	GetSmartRef	HandleEvent
Emit	SetupLights	SetDrawStyle	HandleButton
Emit	TGLViewer	SetCurrentCamera	HandleDoubleC
Emit	operator=	SetOrthoCamera	HandleConfigur
Emit	FindDirectRenderPersp	Class	ClassKey
Emit	AttemptDirectRender	Light	HandleMotion
Emit	PostSceneBuild	SetLight	HandleExpose
Emit	SelectionChanged	GetGuideState	SetPadEditor
Emit	ClipChanged	SetGuideState	Class
Emit	TGLViewer	GetClipState	Class_Name
Emit	TGLViewer	SetClipState	IsA
Emit	DistanceToPrimitive	CurrentClip	ShowMembers
Destroyed	ExecuteEvent	SetCurrentClip	
ChangedBy	PreferLocalFrame	GetSelectedColor	
Message	BeginScene	SetColorOnSelected	Family
InitGL	BuildingScene	GetSelectedGeom	

TGLSAViewer	
kGLHelpAbout	fHelpMenu
kGLHelpView	fGLArea
kGLXOY	fLeftVerticalFrame
kGLXOZ	fEditorTab
kGLZOY	fGLEd
kGLPerspYOY	fObjEdTab
kGLPerspXOZ	fColorEd
kGLPerspXOY	fGeomEd
kGLSaveEPS	fDirName
kGLSavePDF	fTypeIdx
kGLSavePNG	fOverwrite
kGLSaveGIF	fIgnitX
kGLSaveJPG	fIgnitY
kGLSaveAS	fIgnitW
kGLCloseViewer	fIgnitH
kGLQuitRoom	fHelpText1
fFrame	fgHelpText2
fFileMenu	fgIsA
fFileSaveMenu	
fCameraMenu	
@-TGLSAViewer	Show
CreateMenus	Close
CreateFrame	ProcessGUIEvent
TGLSAViewer	ProcessFrameMessage
operator=	GetFrame
SavePicture	GetEditorTab
PostSceneBuild	Setup
SelectionChanged	Class_Name
ClipChanged	IsA
TGLSAViewer	ShowMembers
TGLSAViewer	