

TGL Scene

kUnlocked	fNSecHits
kDrawLock	fTrySecSelect
kSelectLock	fTriedSecSelect
kModifyLock	fSelectBuffer
fLock	fSortedHits
fLogicalShapes	fClipPlane
fPhysicalShapes	fClipBox
fDrawList	fCurrentClip
fDrawListValid	fTransManip
fInSmartRefresh	fScaleManip
fSmartRefreshCache	fRotateManip
fBoundingBox	fCurrentManip
fBoundingBoxValid	fDrawStats
fSelectedPhysical	fglsA
fSelectionResult	

fNPrimHits

@~TGLScene	GetTrySecSelect
SortDrawList	ActivateSecSelect
ComparePhysicalVolumes	GetTriedSecSelect
DrawPass	GetHitRecord
DrawGuides	ApplySelection
DrawNumber	SetSelectedColor
ResetDrawStats	SetColorOnSelectedFamily
UpdateDrawStats	SetSelectedGeom
DumpDrawStats	SetupClips
TGLScene	ClearClips
operator=	GetClipState
TGLScene	SetClipState
BoundingBox	GetCurrentClip
Draw	SetCurrentClip
Select	SetCurrentManip
AdoptLogical	HandleButton
DestroyLogical	HandleMotion
DestroyLogicals	TakeLock
PurgeNextLogical	ReleaseLock
FindLogical	IsLocked
AdoptPhysical	CurrentLock
DestroyPhysical	LockName
DestroyPhysicals	LockValid
FindPhysical	Dump
BeginSmartRefresh	SizeOf
EndSmartRefresh	Class
FindLogicalSmartRefresh	Class_Name
GetSelected	IsA
GetSelectionResult	ShowMembers
GetNPrimHits	
GetNSecHits	