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	

TGLSurfacePainter

kSurf	**fProj**
kSurf1	**fXOZProj**
kSurf2	**fYOZProj**
kSurf3	**fXOYProj**
kSurf4	**fPalette**
kSurf5	**fColorLevels**
fType	**fMinMaxVal**
fMesh	**fSectionPass**
fTexMap	**fUpdateTexMap**
fFaceNormals	**fgIsA**
fAverageNormals	
fObjectInfo	

@~TGLSurfacePainter	**DrawProjections**
TGLSurfacePainter	**DrawSectionX**
GetPlotInfo	**DrawSectionY**
InitGeometry	**DrawSectionZ**
StartPan	**ClampZ**
Pan	**WindowPointTo3DPoint**
AddOption	**PreparePalette**
ProcessEvent	**GenTexMap**
InitGL	**DrawContoursProjection**
ClearBuffers	**Textured**
DrawPlot	**HasSections**
SetNormals	**HasProjections**
SetSurfaceColor	**Class**
InitGeometryCartesian	**Class_Name**
InitGeometryPolar	**IsA**
InitGeometryCylindrical	**ShowMembers**
InitGeometrySpherical	