

TObject

fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
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	Is	Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRemove	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	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
ResetCamerasAfterN
Viewer3D
Class
Class_Name
IsA
ShowMembers
Streamer

TGLViewer

fQObject	fPad	fCSLevel	fReferencePos
kCameraPerspXOZ	fContextMenu	fCSTokens	fInitGL
kCameraPerspYOZ	fPerspectiveCamera	fXOZraNone	fSmartRefresh
kCameraPerspXOY	fPerspectiveCamera	fXOYraRotate	fDebugMode
kCameraOrthoXOZ	fPerspectiveCamera	fXOZraTruck	fAcceptedPhysicals
kCameraOrthoXOY	fOrthoXOYCamera	fCameraDolly	fRejectedPhysicals
kCameraOrthoZOY	fOrthoXOZCamera	fAction	fIsPrinting
kLightFront	fOrthoZOYCamera	fLastPos	fGLWindow
kLightTop	fCurrentCamera	fActiveButtonID	fGLDevice
kLightBottom	fInternalRebuild	fDrawFlags	fPadEditor
kLightLeft	fPostSceneBuildSetup	fDrawTimer	fDirectRenderMap
kLightRight	fAcceptedAllPhysicals	fBalance	fResetCamerasOnUpdate
kLightMask	fForceAcceptAll	fViewport	fResetCamerasOnNextUpdate
kAxesNone	fInternalPIDs	fLightState	fResetCameraOnDoubleClick
kAxesEdge	fNextInternalPID	fAxesType	fgIsA
kAxesOrigin	fComposite	fReferenceOn	

@~TGLViewer	PreDraw	EndScene	GetSelected
GetListOfSignals	PostDraw	AddObject	RequestDraw
Connect	MakeCurrent	AddObject	DoDraw
Disconnect	SwapBuffers	OpenComposite	RequestSelect
HighPriority	RebuildScene	CloseComposite	DoSelect
LowPriority	ValidateObjectBuffer	OpenCompositeOp	ApplySelection
EmitVA	CreateNewLogicalPrintObjects	ResetCurrentCamera	ResetCurrentCamera
Emit	CreateNewPhysicalPrintObjects	ResetCameras	GetResetCamerasOnUpdate
Emit	BuildComposite	ResetCamerasAfterN	GetResetCamerasOnUpdate
Emit	SetViewport	GetDev	GetResetCameraOnDoubleClick
Emit	SetupCameras	GetSmartRefresh	SetResetCameraOnDoubleClick
Emit	CurrentCamera	SetSmartRefresh	HandleEvent
Emit	SetupLights	SetDrawStyle	HandleButton
Emit	TGLViewer	SetCurrentCamera	HandleDoubleClick
Emit	operator=	SetOrthoCamera	HandleConfigureNotify
Emit	FindDirectRenderers	SetPerspectiveCamera	HandleKey
Emit	AttemptDirectRender	ToggleLight	HandleMotion
Emit	PostSceneBuildSetup	SetLight	HandleExpose
Emit	SelectionChanged	GetGuideState	SetPadEditor
Emit	ClipChanged	SetGuideState	Class
Emit	TGLViewer	GetClipState	Class_Name
Emit	TGLViewer	SetClipState	IsA
Emit	DistancetoPrimitive	GetCurrentClip	ShowMembers
Destroyed	ExecuteEvent	SetCurrentClip	
ChangedBy	PreferLocalFrame	SetSelectedColor	
Message	BeginScene	SetColorOnSelectedFamily	
InitGL	BuildingScene	SetSelectedGeom	