

**TGLBoundingBox**

<b>fVertex[8]</b>	<b>fAxesNorm[3]</b>
<b>fVolume</b>	<b>fIsA</b>
<b>fAxes[3]</b>	
<b>@~TGLBoundingBox operator@[@]</b>	
<b>UpdateCache</b>	<b>XMin</b>
<b>ValidIndex</b>	<b>XMax</b>
<b>Min</b>	<b>YMin</b>
<b>Max</b>	<b>YMax</b>
<b>TGLBoundingBox</b>	<b>ZMin</b>
<b>TGLBoundingBox</b>	<b>ZMax</b>
<b>TGLBoundingBox</b>	<b>Center</b>
<b>TGLBoundingBox</b>	<b>Extents</b>
<b>TGLBoundingBox</b>	<b>Axis</b>
<b>operator=</b>	<b>Volume</b>
<b>Set</b>	<b>IsEmpty</b>
<b>Set</b>	<b>Overlap</b>
<b>Set</b>	<b>Overlap</b>
<b>SetEmpty</b>	<b>Draw</b>
<b>SetAligned</b>	<b>Dump</b>
<b>SetAligned</b>	<b>Class</b>
<b>Transform</b>	<b>Class_Name</b>
<b>Scale</b>	<b>IsA</b>
<b>Scale</b>	<b>ShowMembers</b>
<b>Translate</b>	