

**TGLDrawable**

fID  
fDLCache  
fBoundingBox  
fglsA

**@~TGLDrawable**

operator=  
DirectDraw  
ID  
BoundingBox  
Draw  
DrawWireFrame  
DrawOutline  
SetDLCache  
UseDLCache  
Purge  
Class  
Class\_Name  
IsA  
ShowMembers

**TGLLogicalShape**

fRef  
fglsA

**@~TGLLogicalShape**

Purge  
InvokeContextMenu  
AddRef  
SubRef  
Ref  
Class  
Class\_Name  
IsA  
ShowMembers

**TGLSceneObject**

fVertices  
fRealObject  
fglsA

**@~TGLSceneObject**

InvokeContextMenu  
operator=  
Class  
Class\_Name  
IsA  
ShowMembers

**TGLSphere**

fRadius  
fglsA

**@~TGLSphere**

DirectDraw  
TGLSphere  
Class  
Class\_Name  
IsA  
ShowMembers