

**TGLStopwatch**

**fStart**

**fglInitOverhead**

**fgOverhead**

**fglsA**

**@~TGLStopwatch**

**InitOverhead**

**GetClock**

**WaitForTick**

**FinishDrawing**

**TGLStopwatch**

**Start**

**Lap**

**End**

**Class**

**Class\_Name**

**IsA**

**ShowMembers**

**Streamer**

**StreamerNVirtual**