

TGLDrawable
<div>fID fCached fBoundingBox kLODAxesNone kLODAxesX kLODAxesY kLODAxesZ kLODAxesAll fgIsA</div>
<div>@~TGLDrawable operator= DirectDraw ID BoundingBox SupportedLODAxes Draw SetCached ShouldCache Purge Class Class_Name IsA ShowMembers</div>

TGLLogicalShape
<div>fRef fRefStrong fgIsA</div>
<div>@~TGLLogicalShape InvokeContextMenu AddRef SubRef Ref StrongRef Class Class_Name IsA ShowMembers</div>

TGLSceneObject
<div>fVertices fRealObject fgIsA</div>
<div>@~TGLSceneObject InvokeContextMenu operator= Class Class_Name IsA ShowMembers</div>