

TVirtualGLPainter
fglsA
@~TVirtualGLPainter
Paint
Pan
Select
Class
Class_Name
IsA
ShowMembers
Streamer

TGLPlotPainter
fglsA
@~TGLPlotPainter
SetGLContext
GetObjectInfo
InitGeometry
StartRotation
Rotate
StopRotation
StartPan
StopPan
ZoomIn
ZoomOut
SetLogX
SetLogY
SetLogZ
SetCoordType
AddOption
SetPadColor
SetFrameColor
ProcessEvent
Class
Class_Name
IsA
ShowMembers
Streamer

TGLLEgoPainter		
kColorSimple	fSelection	fBinInfo
kColorLevel	fSelectionPass	fAxisPainter
kCylindricBars	fUpdateSelection	fZLevels
kSelectionSimple	fSelectedBin	fTextureName
kSelectionFull	fSelectionMode	fTexture
fHist	fSelectedPlane	fQuadric
fGLContext	fPadColor	fDrawErrors
fCoordType	fFrameColor	fRedEmission[-2147483648]
fBinsX	fXOZProfilePos	fOrangeEmission[-2147483648]
fBinsY	fYOZProfilePos	fGreenEmission[-2147483648]
fRangeX	fIsMoving	fNullEmission[-2147483648]
fRangeY	fXEdges	fglsA
fRangeZ	fYEdges	
fMinZ	fCosSinTableX	
fLegoType	fCosSinTableY	
@~TGLLEgoPainter	SetLogX	DrawLegoSpherical
Enable1DTexture	SetLogY	SetLegoColor
Disable1DTexture	SetLogZ	ClearBuffers
TGLLEgoPainter	SetCoordType	MakeGLContextCurrent
operator=	AddOption	SetSelectionMode
TGLLEgoPainter	SetPadColor	DrawFrame
Paint	SetFrameColor	DrawBackPlane
SetGLContext	ProcessEvent	DrawGrid
GetObjectInfo	InitGeometryCartesian	MoveDynamicProfile
InitGeometry	InitGeometryPolar	DrawProfiles
StartRotation	InitGeometryCylindrical	DrawProfileX
StopRotation	InitGeometrySpherical	DrawProfileY
Rotate	InitGL	ClampZ
StartPan	ColorToObject	Class
Pan	EncodeToColor	Class_Name
StopPan	DrawPlot	IsA
Select	DrawLegoCartesian	ShowMembers
ZoomIn	DrawLegoPolar	
ZoomOut	DrawLegoCylindrical	

TGLPlotFrame		
fFrame[8]	fScaleY	fZoom
fFramePlanes[-536870932]	fScaleZ	fFrustum[4]
fFrameNormals[-71582762]	fPoint	fShift
fBackPairs[-107374182]	fAxes[8]	fCenter[3]
fLogX	fArcBall	fFactor
fLogY	fViewport[4]	fglsA
fLogZ	fMousePosition	
fScaleX	fPan	
@~TGLPlotFrame	SetTransformation	Class_Name
TGLPlotFrame	SetCamera	IsA
CalculateGLCameraParams	AdjustShift	ShowMembers
FindFrontPoint	Class	