

TObject		
fUniqueID	kIsReference	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDeletes
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@-TObject		
GetOption	operator new	
MakeZombie	GetObjectInfo	operator new@[]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@
AppendPad	InheritsFrom	SetBit
Browse	Inspect	SetBit
ClassName	IsFolder	ResetBit
Clear	IsEqual	TestBit
Clone	IsSortable	TestBits
Compare	IsOnHeap	InvertBit
Copy	IsZombie	Info
Delete	Notify	Warning
DistanceToPrimitive	IsPrimitive	Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRender	kDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOptions	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	
GetDrawOptions	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	ShowMembers
GetIconName	operator new@[]	

TVirtualViewer3D
fgIsA
@-TVirtualViewer3D
PreferLocalFrame
BeginScene
BuildingScene
EndScene
AddObject
AddObject
OpenComposite
CloseComposite
AddCompositeObj
SelectObject
DrawViewer
DoDraw
DoSelect
PrintObjects
Viewer3D
Class
Class_Name
IsA
ShowMembers
Streamer

TGLViewer			
fQObject	fPad	fCSLevel	fReferencePos
kCameraPersp	fFOV	fTextMenu	fCSTokens
kCameraPersp	fFOV	fCSTokens	fInitGL
kCameraPersp	fFOV	fCSTokens	fSmartRefresh
kCameraPersp	fFOV	fCSTokens	fDebugMode
kCameraOrtho	fFOV	fCSTokens	fAcceptedPhysi
kCameraOrtho	fFOV	fCSTokens	fCameraDolly
kCameraOrtho	fFOV	fCSTokens	fRejectedPhysic
kLightFront	fOrthoZOYCa	fAxisPos	fGLWindow
kLightTop	fCurrentCamera	fActiveButton	fGLDevice
kLightBottom	fInternalRebu	fDrawFlags	fPadEditor
kLightLeft	fPostSceneBu	fReSetupTime	fDirectRender
kLightRight	fAcceptedAll	fPhysi	fgIsA
kLightMask	fForceAccept	fViewport	
kAxesNone	fInternalPIDsf	LightState	
kAxesEdge	fNextInternal	PDsType	
kAxesOrigin	fComposite	fReferenceOn	
@-TGLViewer			
Message	ExecuteEvent	SetCurrentClip	
GetListOfSignals	SL	PreferLocalFrame	SetSelectedColor
Connect	PreDraw	BeginScene	SetColorOnSele
Disconnect	PostDraw	BuildingScene	SetSelectedGeo
HighPriority	MakeCurrent	EndScene	GetSelected
LowPriority	SwapBuffers	AddObject	RequestDraw
EmitVA	RebuildScene	AddObject	DoDraw
Emit	ValidateObject	OpenComposite	RequestSelect
Emit	CreateNewLogic	CloseComposite	SetSelect
Emit	CreateNewPhysics	AddCompositeObj	HandleEvent
Emit	BuildComposite	PrintObjects	HandleButton
Emit	SetViewport	GetDev	HandleDoubleClick
Emit	SetupCamera	SetSmartRefresh	HandleConfigur
Emit	CurrentCamera	SetSmartRefresh	HandleKey
Emit	SetupLights	SetDrawStyle	HandleMotion
Emit	TGLViewer	SetCurrentCamera	HandleExpose
operator=	SetOrthoCamera	SetPadEditor	
Emit	FindDirectRender	SetPerspectiveCamera	
Emit	AttemptDirectRender	Light	Class_Name
Emit	PostSceneButtons	SetLight	IsA
Emit	SelectionChanged	GetGuideState	ShowMembers
Emit	ClipChanged	SetGuideState	
Emit	TGLViewer	GetClipState	
Destroyed	TGLViewer	SetClipState	
ChangedBy	DistanceToPrimitive	SetCurrentClip	

TGLSAViewer	
kGLHelpAbout	kCameraMenu
kGLHelpView	kHelpMenu
kGLXOY	fGLArea
kGLXOZ	fLeftVerticalFrame
kGLZOY	fEditorTab
kGLPerspYOY	GLEd
kGLPerspXOY	ObjEdTab
kGLPerspXOZ	ColorEd
kGLSaveEPS	fGeomEd
kGLSavePDF	fDirName
kGLSavePNG	fTypeIdx
kGLSaveGIF	fOverwrite
kGLSaveJPG	fInItX
kGLSaveAS	fInItY
kGLCloseViewer	fInItW
kGLQuitROOT	fInItH
fFrame	fgHelpText
fFileMenu	fgIsA
fFileSaveMenu	
@-TGLSAViewer	
Show	
CreateMenus	Close
CreateFrame	ProcessGUIEvent
TGLSAViewer	ProcessFrameMessage
operator=	GetFrame
SavePicture	GetEditorTab
PostSceneButtons	Setup
SelectionChanged	Class_Name
ClipChanged	IsA
TGLSAViewer	ShowMembers
TGLSAViewer	