

## TGLStopwatch

fStart  
fgInitOverhead  
fgOverhead  
fgIsA

@~TGLStopwatch  
InitOverhead  
GetClock  
WaitForTick  
FinishDrawing  
TGLStopwatch  
Start  
Lap  
End  
Class  
Class\_Name  
IsA  
ShowMembers  
Streamer  
StreamerNVirtual