

TGLLogicalShape	
kLODAxesNone	fDLBase
kLODAxesX	fDLSize
kLODAxesY	fDLValid
kLODAxesZ	fDLCache
kLODAxesAll	fRefStrong
fRef	fOwnExtObj
fFirstPhysical	fIgnoreSizeForCamera
fExternalObj	fIsA
fBoundingBox	
fScene	
@~TGLLogicalShape	DLCacheDrop
operator=	DLCachePurge
PurgeDLRange	SupportedLODAxes
Ref	QuantizeShapeLOD
AddRef	Draw
SubRef	DirectDraw
StrongRef	DrawHighlight
DestroyPhysicals	IgnoreSizeForOfInterest
UnrefFirstPhysical	KeepDuringSmartRefresh
GetFirstPhysical	SupportsSecondarySelect
ID	AlwaysSecondarySelect
GetExternal	ProcessSelection
GetScene	InvokeContextMenu
BoundingBox	GetIgnoreSizeForCameraInterest
UpdateBoundingBox	SetIgnoreSizeForCameraInterest
UpdateBoundingBoxesOfPhysicals	
SetDLCache	Class_Name
ShouldDLCache	IsA
DLOffset	ShowMembers
DLCacheClear	

TGLObject
fgGLClassMap
fMultiColor
fIsA
@~TGLObject
SearchGLRenderer
SetModelCheckClass
SetAxisAlignedBBox
SetAxisAlignedBBox
ShouldDLCache
KeepDuringSmartRefresh
UpdateBoundingBox
SetModel
SetBBox
GetGLRenderer
Class
Class_Name
IsA
ShowMembers

AliEveMUONChamberGL
fChamber
fQS1
fQS2
fRTS
fIsA
@~AliEveMUONChamberGL
AliEveMUONChamberGL
SetModel
SetBBox
DirectDraw
DrawChamberFrame
DrawQuads
DrawPoints
AliEveMUONChamberGL
operator=
Class
Class_Name
IsA
ShowMembers