

**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  
 fgIsA

@~TGLObject  
 SearchGLRenderer  
 SetModelCheckClass  
 SetAxisAlignedBBBox  
 SetAxisAlignedBBBox  
 ShouldDLCache  
 KeepDuringSmartRefresh  
 UpdateBoundingBox  
 SetModel  
 SetBBBox  
 GetGLRenderer  
 Class  
 Class\_Name  
 IsA  
 ShowMembers

**AliEveTPCSector2DGL**

fSector  
 fSectorData  
 fImage  
 fTexture  
 fRTS  
 fgkTextureWidth  
 fgkTextureHeight  
 fgkTextureByteSize  
 fgIsA

@~AliEveTPCSector2DGL  
 AliEveTPCSector2DGL  
 SetModel  
 SetBBBox  
 SupportsSecondarySelect  
 ProcessSelection  
 TraceStepsUp  
 TraceStepsDown  
 DirectDraw  
 LoadPadrow  
 CreateTexture  
 DisplayTexture  
 DisplayQuads  
 DisplayNamedQuads  
 DisplayFrame  
 GetRowCol  
 AliEveTPCSector2DGL  
 operator=  
 Class  
 Class\_Name  
 IsA  
 ShowMembers