

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
Class_Name	SetDLCache
IsA	ShouldDLCache
ShowMembers	DLOffset
	DLCacheClear

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

AliEveTPCSector3DGL
fSector
fBoxRnr
fRTS
fIsA
@~AliEveTPCSector3DGL
AliEveTPCSector3DGL
SupportedLODAxes
QuantizeShapeLOD
SetModel
SetBBox
DrawSegmentFrame
SupportsSecondarySelect
ProcessSelection
DirectDraw
AliEveTPCSector3DGL
operator=
Class
Class_Name
IsA
ShowMembers