

**TGLDrawable**

fID  
fDLCache  
fBoundingBox  
fglsA

**@~TGLDrawable**  
operator=  
DirectDraw  
ID  
**BoundingBox**  
**Draw**  
**DrawWireFrame**  
**DrawOutline**  
**SetDLCache**  
**UseDLCache**  
Purge  
Class  
Class\_Name  
IsA  
ShowMembers

**TGLLogicalShape**

fRef  
fglsA

**@~TGLLogicalShape**  
**Purge**  
InvokeContextMenu  
**AddRef**  
**SubRef**  
**Ref**  
Class  
Class\_Name  
IsA  
ShowMembers

**TGLSceneObject**

fVertices  
fRealObject  
fglsA

**@~TGLSceneObject**  
**InvokeContextMenu**  
**operator=**  
Class  
Class\_Name  
IsA  
ShowMembers

**TGLSphere**

fRadius  
fglsA

**@~TGLSphere**  
DirectDraw  
**TGLSphere**  
**Class**  
**Class\_Name**  
**IsA**  
**ShowMembers**