

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@-TObject	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[@]
TObject	Hash	operator delete@[@]
operator=	InheritsFrom	operator delete@[@]
AppendPad	InheritsFrom	SetBit
Browse	Inspect	SetBit
ClassName	IsFolder	ResetBit
Clear	IsEqual	TestBit
Clone	IsSortable	TestBits
Compare	IsOnHeap	InvertBit
Copy	IsZombie	Info
Delete	Notify	Warning
DistanceToPrimitive		Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRemove	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	ShowMembers
GetIconName	operator new@[@]	

TVirtualViewer3D
fgIsA
@-TVirtualViewer3D
PreferLocalFrame
BeginScene
BuildingScene
EndScene
AddObject
AddObject
OpenComposite
CloseComposite
AddCompositeOp
@-Viewer3D
Class
Class_Name
IsA
ShowMembers
Streamer

TGLViewer		
fQObject	fCurrentCamera	fDrawStyle
kCameraPerspective	fInternalRebuild	fRedrawTimer
kCameraXOY	fAcceptedAllPhysics	fNextSceneLOD
kCameraXOZ	fInternalPIDs	fScene
kLightFront	fNextInternalPID	fViewport
kLightTop	fComposite	fLightState
kLightBottom	fCSTokens	fUseClipPlane
kLightLeft	kNone	fDrawAxes
kLightRight	kRotate	fInitGL
kLightMask	kTruck	fDebugMode
fPad	kDolly	fAcceptedPhysicals
fContextMenu	kDrag	fRejectedPhysicals
fPerspectiveCamera		fGLWindow
fOrthoXOYCamera	fStartPos	fgIsA
fOrthoYOZCamera	fLastPos	
fOrthoXOZCamera	fActiveButtonID	
@-TGLViewer	PostDraw	AddCompositeOp
GetListOfSignals	InitGL	SetCurrentCamera
Connect	MakeCurrent	ToggleLight
Disconnect	SwapBuffers	ToggleAxes
HighPriority	RebuildScene	ToggleClip
LowPriority	ValidateObjectBuffer	UseClipPlaneEq
EmitVA	CreateNewLogicalSet	SetSelectedColor
Emit	CreateNewPhysicalSet	SetColorOnSelected
Emit	BuildComposite	SetSelectedGeom
Emit	SetViewport	GetSelected
Emit	SetupCameras	SelectionChanged
Emit	CurrentCamera	DoDraw
Emit	SetupLights	RequestDraw
Emit	WindowToGL	DoSelect
Emit	WindowToGL	RequestSelect
Emit	TGLViewer	HandleEvent
Emit	operator=	HandleButton
Emit	TGLViewer	HandleDoubleClick
Emit	ExecuteEvent	HandleConfigureNotify
Emit	PreferLocalFrame	HandleKey
Emit	BeginScene	HandleMotion
Emit	BuildingScene	HandleExpose
Emit	EndScene	Class
Destroyed	AddObject	Class_Name
ChangedBy	AddObject	IsA
Message	OpenComposite	ShowMembers
PreDraw	CloseComposite	

TGLSAViewer	
kGLHelpAbout	fL4
kGLHelpViewer	fCanvasLayout
kGLXOY	fMenuBar
kGLXOZ	fFileMenu
kGLYOZ	fViewMenu
kGLPersp	fHelpMenu
kGLPrintEPS_SIMM	fMenuBarLayout
kGLPrintEPS_BSM	fMenuBarItemLayout
kGLPrintPDF_SIMM	fMenuBarHelpLayout
kGLPrintPDF_BSM	fCanvasWindow
kGLExit	fGLArea
fFrame	fColorEditor
fCompositeFrame	fGeomEditor
fV1	fSceneEditor
fV2	fLightEditor
fShutter	fLightIX
fShutItem1	fgInitY
fShutItem2	fgInitW
fShutItem3	fgInitH
fShutItem4	fgHelpText
fL1	fgIsA
fL2	
fL3	
@-TGLSAViewer	TGLSAViewer
TGLSAViewer	operator=
Show	Class
Close	Class_Name
ProcessGUIEvents	IsA
ProcessFrameMessages	ShowMembers
SelectionChanged	
CreateViewer	