

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

| TViewerX3D | |
|-----------------------|----------------|
| fOption | fWidth |
| fTitle | fHeight |
| fX3DWin | fXPos |
| fCanvas | fYPos |
| fContainer | fPad |
| fMenuBar | fBuildingScene |
| fFileMenu | kSize |
| fHelpMenu | kDraw |
| fMenuBarLayout | fPass |
| fMenuBarItemLayout | fgCreated |
| fMenuBarHelpLayout | fglsA |
| fCanvasLayout | |
| @~TViewerX3D | BuildingScene |
| CreateViewer | EndScene |
| InitX3DWindow | AddObject |
| DeleteX3DWindow | AddObject |
| HandleContainerButton | OpenComposite |
| TViewerX3D | CloseComposite |
| TViewerX3D | AddCompositeOp |
| TViewerX3D | CloseWindow |
| ExecCommand | ProcessMessage |
| GetPosition | Class |
| Iconify | Class_Name |
| Show | IsA |
| Update | ShowMembers |
| PaintPolyMarker | Streamer |
| PreferLocalFrame | |
| BeginScene | |

| TGMainFrame | |
|---------------------|----------------|
| kDontCallClose | fWMWidth |
| fBindList | fWMHeight |
| fWindowName | fWMMinWidth |
| fIconName | fWMMinHeight |
| fIconPixmap | fWMMaxWidth |
| fClassName | fWMMaxHeight |
| fResourceName | fWMWidthInc |
| fMWMValue | fWMHeightInc |
| fMWMFuncs | fWMInitState |
| fMWMInput | fglsA |
| fWMX | |
| fWMY | |
| @~TGMainFrame | RemoveBind |
| GetMWMvalueString | GetBindList |
| GetMWMfuncString | GetWindowName |
| GetMWMinpString | GetIconName |
| TGMainFrame | GetIconPixmap |
| HandleKey | GetClassHints |
| HandleClientMessage | GetMWMHints |
| SendCloseMessage | GetWMPosition |
| CloseWindow | GetWMSize |
| DontCallClose | GetWMSizeHints |
| SetWindowName | GetWMState |
| SetIconName | SavePrimitive |
| SetIconPixmap | SaveSource |
| SetClassHints | Class |
| SetMWMHints | Class_Name |
| SetWMPosition | IsA |
| SetWMSize | ShowMembers |
| SetWMSizeHints | Streamer |
| SetWMState | |
| BindKey | |