

TGLRect
<div>fx</div> <div>fy</div> <div>fWidth</div> <div>fHeight</div> <div>fglsA</div>
<div>@~TGLRect</div> <div>TGLRect</div> <div>TGLRect</div> <div>Set</div> <div>SetCorner</div> <div>Offset</div> <div>Expand</div> <div>X</div> <div>X</div> <div>Y</div> <div>Y</div> <div>Width</div> <div>Width</div> <div>Height</div> <div>Height</div> <div>CenterX</div> <div>CenterY</div> <div>Left</div> <div>Right</div> <div>Top</div> <div>Bottom</div> <div>Diagonal</div> <div>Longest</div> <div>Aspect</div> <div>Overlap</div> <div>Class</div> <div>Class_Name</div> <div>IsA</div> <div>ShowMembers</div> <div>Streamer</div> <div>StreamerNVirtual</div>