

**TGMdiGeometry**

**fValueMask**  
**fClient**  
**fDecoration**  
**flcon**  
**fglsA**

**@~TGMdiGeometry**  
**Class**  
**Class\_Name**  
**IsA**  
**ShowMembers**  
**Streamer**  
**StreamerNVirtual**  
**TGMdiGeometry**