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	Is	**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@[@]**	

TEllipse

fX1   **fPhimax**
fY1   **fTheta**
fR1   **kNoEdges**
fR2   **fgIsA**
fPhimin

@~TEllipse	**Paint**
TEllipse	**PaintEllipse**
TEllipse	**Print**
TEllipse	**SavePrimitive**
Copy	**SetNoEdges**
DistancetoPrimitive	**SetPhimin**
Draw	**SetPhimax**
DrawEllipse	**SetR1**
ExecuteEvent	**SetR2**
GetX1	**SetTheta**
GetY1	**SetX1**
GetR1	**SetY1**
GetR2	**Class**
GetPhimin	**Class_Name**
GetPhimax	**IsA**
GetTheta	**ShowMembers**
GetNoEdges	**Streamer**
Is	

TAttLine

fLineColor   **fgIsA**
fLineStyle
fLineWidth

@~TAttLine	**SetLineAttributes**
TAttLine	**SetLineColor**
TAttLine	**SetLineStyle**
Copy	**SetLineWidth**
DistancetoLine	**Class**
GetLineColor	**Class_Name**
GetLineStyle	**IsA**
GetLineWidth	**ShowMembers**
Modify	**Streamer**
ResetAttLine	**StreamerNVirtual**
SaveLineAttributes	

TAttFill

fFillColor   **fgIsA**
fFillStyle

@~TAttFill	**SetFillAttributes**
TAttFill	**SetFillColor**
TAttFill	**SetFillStyle**
Copy	**Class**
GetFillColor	**Class_Name**
GetFillStyle	**IsA**
IsTransparent	**ShowMembers**
Modify	**Streamer**
ResetAttFill	**StreamerNVirtual**
SaveFillAttributes	