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@[@]	

TVirtualViewer3D

fgIsA

@~TVirtualViewer3D
PreferLocalFrame
BeginScene
BuildingScene
EndScene
AddObject
AddObject
OpenComposite
CloseComposite
AddCompositeOp
SelectObject
DrawViewer
Viewer3D
Class
Class_Name
IsA
ShowMembers
Streamer

TGLViewer

fQObject	fCurrentCamera	fDrawStyle
kCameraPerspective	fInternalRebuild	fRedrawTimer
kCameraXOY	fAcceptedAllPhysicals	fNextSceneLOD
kCameraYOZ	fInternalPIDs	fScene
kCameraXOZ	fNextInternalPID	fViewport
kLightFront	fComposite	fLightState
kLightTop	fCSLevel	fClipPlane
kLightBottom	fCSTokens	fUseClipPlane
kLightLeft	kNone	fDrawAxes
kLightRight	kRotate	fInitGL
kLightMask	kTruck	fDebugMode
fPad	kDolly	fAcceptedPhysicals
fContextMenu	kDrag	fRejectedPhysicals
fPerspectiveCamera	kAction	fIsPrinting
fOrthoXOYCamera	fStartPos	fGLWindow
fOrthoYOZCamera	fLastPos	fgIsA
fOrthoXOZCamera	fActiveButtonID	

@~TGLViewer	InitGL	SetCurrentCamera
GetListOfSignals	MakeCurrent	ToggleLight
Connect	SwapBuffers	ToggleAxes
Disconnect	RebuildScene	ToggleClip
HighPriority	ValidateObjectBuffer	SetClipPlaneEq
LowPriority	CreateNewLogical	SetSelectedColor
EmitVA	CreateNewPhysical	SetColorOnSelectedFa
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	DistancetoPrimitive	HandleConfigureNotify
Emit	ExecuteEvent	HandleKey
Emit	PreferLocalFrame	HandleMotion
Emit	BeginScene	HandleExpose
Emit	BuildingScene	Class
Emit	EndScene	Class_Name
Destroyed	AddObject	IsA
ChangedBy	AddObject	ShowMembers
Message	OpenComposite	
PreDraw	CloseComposite	
PostDraw	AddCompositeOp	