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@[@]**	

TLegendEntry

fObject
fLabel
fOption
fgIsA

@~TLegendEntry
TLegendEntry
TLegendEntry
TLegendEntry
Copy
GetLabel
GetObject
GetOption
Print
SaveEntry
SetLabel
SetObject
SetObject
SetOption
Class
Class_Name
IsA
ShowMembers
Streamer

TAttText

fTextAngle
fTextSize
fTextAlign
fTextColor
fTextFont
fgIsA

@~TAttText
TAttText
TAttText
Copy
GetTextAlign
GetTextAngle
GetTextColor
GetTextFont
GetTextSize
Modify
ResetAttText
SaveTextAttributes
SetTextAttributes
SetTextAlign
SetTextAngle
SetTextColor
SetTextFont
SetTextSize
SetTextSizePixels
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TAttLine

fLineColor
fLineStyle
fLineWidth