

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@[@]	

TMarker

fX
 fY
 kMarkerNDC
 fgIsA

@~TMarker
 TMarker
 TMarker
 TMarker
 Copy
 DistancetoPrimitive
 Draw
 DrawMarker
 ExecuteEvent
 GetX
 GetY
 Is
 Paint
 PaintMarker
 PaintMarkerNDC
 Print
 SavePrimitive
 SetNDC
 SetX
 SetY
 DisplayMarkerTypes
 Class
 Class_Name
 IsA
 ShowMembers
 Streamer

TAttMarker

fMarkerColor
 fMarkerStyle
 fMarkerSize
 fgIsA

@~TAttMarker
 TAttMarker
 TAttMarker
 Copy
 GetMarkerColor
 GetMarkerStyle
 GetMarkerSize
 Modify
 ResetAttMarker
 SaveMarkerAttributes
 SetMarkerAttributes
 SetMarkerColor
 SetMarkerStyle
 SetMarkerSize
 Class
 Class_Name
 IsA
 ShowMembers
 Streamer
 StreamerNVirtual