

Object		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fglsA
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
DistancetoPrimitivels		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@[@]	

TNamed	
fName	
fTitle	
fglsA	
@~TNamed	
TNamed	
TNamed	
TNamed	
TNamed	
operator=	
Clear	
Clone	
Compare	
Copy	
FillBuffer	
GetName	
GetTitle	
Hash	
IsSortable	
SetName	
SetNameTitle	
SetTitle	
Is	
Print	
Sizeof	
Class	
Class_Name	
IsA	
ShowMembers	

TNode	
kSonsInvisible	fParent
fX	fNodes
fY	fOption
fZ	fVisibility
fMatrix	fglsA
fShape	
@~TNode	Local2Master
TNode	Local2Master
TNode	Is
TNode	Master2Local
Browse	Master2Local
BuildListOfNodes	Paint
cd	RecursiveRemove
DistancetoPrimitive	SetMatrix
Draw	SetName
DrawOnly	SetParent
ExecuteEvent	SetNameTitle
GetListOfNodes	SetPosition
GetMatrix	SetVisibility
GetNode	Sizeof3D
GetObjectInfo	UpdateMatrix
GetOption	UpdateTempMatrix
GetParent	Class
GetShape	Class_Name
GetVisibility	IsA
GetX	ShowMembers
GetY	Streamer
GetZ	StreamerNVirtual
ImportShapeAttributes	
IsFolder	

TNodeDiv	
fNdiv	
fAxis	
fglsA	
@~TNodeDiv	
TNodeDiv	
TNodeDiv	
TNodeDiv	
Draw	
Paint	
Class	
Class_Name	
IsA	
ShowMembers	
Streamer	
StreamerNVirtual	

TAttLine	
fLineColor	fglsA
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	fglsA
fFillStyle	
@~TAttFill	SetFillAttributes
TAttFill	SetFillColor
TAttFill	SetFillStyle
Copy	Class
GetFillColor	Class_Name
GetFillStyle	IsA
IsTransparent	ShowMembers
Modify	Streamer
ResetAttFill	StreamerNVirtual
SaveFillAttributes	