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@[@]	

TPainter3dAlgorithms

fX0	fSystem	fP8[8][3]
fDX	fNT	fF8[8]
fRmin[3]	fNlevel	fG8[8][3]
fRmax[3]	fColorLevel[258]	fFmin
fU[2000]	fColorMain	fFmax
fD[2000]	fColorDark	fNcolor
fT[200]	fColorTop	fIc1
fFunLevel[257]	fColorBottom	fIc2
fAphi[183]	fMesh	fIc3
fYdl	fNlines	fgF3Clipping
fYls[4]	fLevelLine[200]	fgF3XClip
fVls[12]	fLoff	fgF3YClip
fQA	fNqs	fgF3ZClip
fQD	fNStack	fgCurrentF3
fQS	fNxrast	fDrawFace
fXrast	fNyrast	fLegoFunction
fYrast	fIfrast	fSurfaceFunction
fDXrast	fRaster	fgIsA
fDYrast	fJmask[30]	
	fMask[465]	

@~TPainter3dAlgorithms	InitMoveScreen	SetMesh
TPainter3dAlgorithms	InitRaster	SetSurfaceFunction
TPainter3dAlgorithms	LegoCartesian	SetColorDark
BackBox	LegoFunction	SetColorMain
ClearRaster	LegoPolar	SideVisibilityDecode
ColorFunction	LegoCylindrical	SideVisibilityEncode
DefineGridLevels	LegoSpherical	Spectrum
DrawFaceGouraudShaded	LightSource	SurfaceCartesian
DrawFaceMode1	Luminosity	SurfacePolar
DrawFaceMode2	MarchingCube	SurfaceCylindrical
DrawFaceMode3	MarchingCubeCase00	SurfaceFunction
DrawFaceMove1	MarchingCubeCase03	SurfaceSpherical
DrawFaceMove2	MarchingCubeCase04	SurfaceProperty
DrawFaceMove3	MarchingCubeCase06	TestEdge
DrawFaceRaster1	MarchingCubeCase07	ZDepth
DrawFaceRaster2	MarchingCubeCase10	SetF3
FillPolygon	MarchingCubeCase12	SetF3ClippingBoxOff
FillPolygonBorder	MarchingCubeCase13	SetF3ClippingBoxOn
FindLevelLines	MarchingCubeSetTriangles	Class
FindPartEdge	MarchingCubeMiddlePoint	Class_Name
FindVisibleLine	MarchingCubeSurfacePenetration	IsA
FindVisibleDraw	MarchingCubeFindNodes	ShowMembers
FrontBox	ModifyScreen	Streamer
GouraudFunction	SetDrawFace	StreamerNVirtual
ImplicitFunction	SetIsoSurfaceParameters	
IsoSurface	SetLegoFunction	

TAttLine

fLineColor	fLineWidth
fLineStyle	fgIsA

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