

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@[@]	

TPolyMarker

fN
fLastPoint
fX
fY
fOption
fgIsA

@~TPolyMarker
TPolyMarker
TPolyMarker
TPolyMarker
TPolyMarker
TPolyMarker
Copy
DistancetoPrimitive
Draw
DrawPolyMarker
ExecuteEvent
GetLastPoint
GetN
GetOption
GetX
GetY
Is
Merge
Paint
PaintPolyMarker
Print
SavePrimitive
SetNextPoint
SetPoint
SetPolyMarker
SetPolyMarker
SetPolyMarker
Size
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