TObject

fUniqueID
fBits
fgDtorOnly
fgObjectStat
kCanDelete
kMustCleanup
kObjInCanvas

kIsReferenced
kHasUUID
kCannotPick
kNoContextMenu
kInvalidObject
kIsOnHeap
kNotDeleted

kZombie
kBitMask
kSingleKey
kOverwrite
kWriteDelete
fgIsA

@~TObject
MakeZombie
DoError
TObject
TObject
operator=
AppendPad
Browse
ClassName
Clear
Clone
Compare
Copy
Delete
DistancetoPrimitive
Draw
DrawClass
DrawClone
Dump
Execute
Execute
ExecuteEvent
FindObject
FindObject
GetDrawOption
GetUniqueID
GetName
GetIconName

GetOption
GetObjectInfo
GetTitle
HandleTimer
Hash
InheritsFrom
InheritsFrom
Inspect
IsFolder
IsEqual
IsSortable
IsOnHeap
IsZombie
Notify
Is
Paint
Pop
Print
Read
RecursiveRemove
SavePrimitive
SetDrawOption
SetUniqueID
UseCurrentStyle
Write
Write
operator new
operator new@[@]

operator new
operator new@[@]
operator delete
operator delete@[@]
operator delete
operator delete@[@]
SetBit
SetBit
ResetBit
TestBit
TestBits
InvertBit
Info
Warning
Error
SysError
Fatal
AbstractMethod
MayNotUse
GetDtorOnly
SetDtorOnly
GetObjectStat
SetObjectStat
Class
Class_Name
IsA
ShowMembers

TNamed

fName
fTitle
fgIsA

@~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

TVirtualGL

fImp
fgIsA

@~TVirtualGL
CreateGLWindow
CreateContext
DeleteContext
MakeCurrent
SwapBuffers
AddRotation
BeginGLCmd
ClearGL
ClearColor
ClearGLColor
ClearGLDepth
MatrixModeGL
NewMVGL
NewPRGL
FrustumGL
GLLight
LightModel
LightModel
CullFaceGL
ViewportGL
MaterialGL
MaterialGL
BeginGL
EndGL
SetGLVertex
SetGLVertex
SetGLNormal
PaintPolyMarker
DrawSelectionBox
EnterSelectionMode
ExitSelectionMode
GLLoadName
DrawFaceSet
CreateGLLists
DeleteGLLists
DisableGL
EnableGL
EndGLList
EndGLCmd
FlushGL
FrontGLFace
GetGL
GetGL
GetGL

GetGL
GetGLError
MultGLMatrix
NewGLList
NewGLModelView
PaintGLPoints
PolygonGLMode
PushGLMatrix
PopGLMatrix
RotateGL
RotateGL
SetGLColor
SetGLColorIndex
SetGLLineWidth
SetGLPointSize
SetStack
ShadeGLModel
TranslateGL
RunGLList
NewProjectionView
NewModelView
PaintCone
PaintPolyLine
PaintPolyLine
PaintGLPointsObject
PaintBrik
PaintXtru
SetLineAttr
UpdateMatrix
GetRootLight
SetRootLight
GetTrueColorMode
SetTrueColorMode
DrawSphere
DrawViewer
SelectViewer
CaptureViewer
Instance
Class
Class_Name
IsA
ShowMembers
Streamer