

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@[@]	

TVolumePosition

fX[3]	kIsOwn
fMatrix	fgIsA
fNode	
fld	
@~TVolumePosition	GetZ
DeleteOwnMatrix	GetId
TVolumePosition	IsMatrixOwner
TVolumePosition	SetMatrixOwner
TVolumePosition	IsFolder
TVolumePosition	Is3D
Browse	Local2Master
Errmx2Local	Local2Master
Errmx2Local	Mult
Errmx2Master	Paint
Errmx2Master	Print
Cormx2Local	UpdatePosition
Cormx2Local	Reset
Cormx2Master	SavePrimitive
Cormx2Master	SetLineAttributes
Master2Local	SetMatrix
Master2Local	SetNode
DistancetoPrimitive	SetPosition
DefineSet	SetVisibility
Draw	SetX
ExecuteEvent	SetY
GetNode	SetZ
GetObjectInfo	SetXYZ
GetOption	SetId
GetName	operator=
GetMatrix	Class
GetMatrix	Class_Name
GetVisibility	IsA
GetX	ShowMembers
GetXYZ	
GetY	