

## TObject

fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fglsA
fgDtorOnly	kBitMask	
fgObjectStat	kSingleKey	
kIsOnHeap	kOverwrite	
@~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@[@]	

## TBuffer3D

KANY	KOGL
KBRIK	kIsReflection
KPGON	fTransparency
KPCON	fld
KSPHE	fOption
KTUBE	fType
KTUBS	fNbPnts
KTORUS	fNbSegs
KXTRU	fNbPols
KLINE	fSegs
KCSHAPE	fPols
KPARA	fPntsSize
KM3DBOX	fSegsSize
KMARKER	fPolsSize
KPAD	fColor
KRANGE	fPnts
KSIZE	fglsA
kX3D	
@~TBuffer3D	Class_Name
TBuffer3D	IsA
TBuffer3D	ShowMembers
ReAllocate	Streamer
Paint	StreamerNVirtual
Class	