

**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	GetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	ShowMembers
GetIconName	operator new@[@]	

**TLegendEntry**

fObject  
fLabel  
fOption  
fglsA

@~TLegendEntry  
TLegendEntry  
TLegendEntry  
TLegendEntry  
Copy  
GetLabel  
GetObject  
GetOption  
Print  
SaveEntry  
SetLabel  
SetObject  
SetObject  
SetOption  
Class  
Class\_Name  
IsA  
ShowMembers  
Streamer

**TAttText**

fTextAngle  
fTextSize  
fTextAlign  
fTextColor  
fTextFont  
fglsA

@~TAttText  
TAttText  
TAttText  
Copy  
GetTextAlign  
GetTextAngle  
GetTextColor  
GetTextFont  
GetTextSize  
Modify  
ResetAttText  
SaveTextAttributes  
SetTextAttributes  
SetTextAlign  
SetTextAngle  
SetTextColor  
SetTextFont  
SetTextSize  
SetTextSizePixels  
Class  
Class\_Name  
IsA  
ShowMembers  
Streamer  
StreamerNVirtual

**TAttLine**

fLineColor  
fLineStyle  
fLineWidth