

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

fType	kRawSizes
fNbPnts	kRaw
fNbSegs	kAll
fNbPols	fID
fPntsCapacity	fColor
fSegsCapacity	fTransparency
fPolsCapacity	fLocalFrame
fSections	fReflection
fCSLevel	fLocalMaster[16]
kCSUnion	fBBLowVertex[3]
kCSIntersection	fBBHighVertex[3]
kCSDifference	fPnts
kCSNoOp	fSegs
kNone	fPols
kCore	fglsA
kBoundingBox	
kShapeSpecific	
@~TBuffer3D	SetRawSizes
Init	NbPnts
TBuffer3D	NbSegs
operator=	NbPols
GetCSLevel	Type
IncCSLevel	SetLocalMasterIdentity
DecCSLevel	Class
TBuffer3D	Class_Name
SetSectionsValid	IsA
ClearSectionsValid	ShowMembers
SectionsValid	
GetSections	