

**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@[@]	

**TMarker**

fX  
 fY  
 kMarkerNDC  
 fglsA

@~TMarker  
 TMarker  
 TMarker  
 TMarker  
 Copy  
 DistancetoPrimitive  
 Draw  
 DrawMarker  
 ExecuteEvent  
 GetX  
 GetY  
 Is  
 Paint  
 PaintMarker  
 PaintMarkerNDC  
 Print  
 SavePrimitive  
 SetNDC  
 SetX  
 SetY  
 DisplayMarkerTypes  
 Class  
 Class\_Name  
 IsA  
 ShowMembers  
 Streamer

**TAttMarker**

fMarkerColor  
 fMarkerStyle  
 fMarkerSize  
 fglsA

@~TAttMarker  
 TAttMarker  
 TAttMarker  
 Copy  
 GetMarkerColor  
 GetMarkerStyle  
 GetMarkerSize  
 Modify  
 ResetAttMarker  
 SaveMarkerAttributes  
 SetMarkerAttributes  
 SetMarkerColor  
 SetMarkerStyle  
 SetMarkerSize  
 Class  
 Class\_Name  
 IsA  
 ShowMembers  
 Streamer  
 StreamerNVirtual