

| 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@[@] | |

| TPainter3dAlgorithms | | |
|------------------------|-------------------------|----------------------|
| fX0 | fSystem | fF8[8] |
| fDX | fNT | fG8[8][3] |
| fRmin[3] | fNlevel | fFmin |
| fRmax[3] | fColorLevel[258] | fFmax |
| fU[2000] | fColorMain[10] | fNcolor |
| fD[2000] | fColorDark[10] | fIc1 |
| fT[200] | fColorTop | fIc2 |
| fFunLevel[257] | fColorBottom | fIc3 |
| fPlines[1200] | fMesh | fgF3Clipping |
| fAphi[183] | fNlines | fgF3XClip |
| fYdl | fLevelLine[200] | fgF3YClip |
| fYIs[4] | fLoff | fgF3ZClip |
| fVIs[12] | fNqs | fgCurrentF3 |
| fQA | fNxrast | fDrawFace |
| fQD | fNy rast | fLegoFunction |
| fQS | fIfrast | fSurfaceFunction |
| fXrast | fRaster | fglsA |
| fYrast | fJmask[30] | |
| fDXrast | fMask[465] | |
| fDYrast | fP8[8][3] | |
| @~TPainter3dAlgorithms | InitMoveScreen | SetMesh |
| TPainter3dAlgorithms | InitRaster | SetSurfaceFunction |
| TPainter3dAlgorithms | LegoCartesian | SetColorDark |
| BackBox | LegoFunction | SetColorMain |
| ClearRaster | LegoPolar | SideVisibilityDecode |
| ColorFunction | LegoCylindrical | SideVisibilityEncode |
| DefineGridLevels | LegoSpherical | Spectrum |
| DrawFaceGouraudShaded | LegoSource | SurfaceCartesian |
| DrawFaceMode1 | Luminosity | SurfacePolar |
| DrawFaceMode2 | MarchingCube | SurfaceCylindrical |
| DrawFaceMode3 | MarchingCubeCase0 | SurfaceFunction |
| DrawFaceMove1 | MarchingCubeCase0 | SurfaceSpherical |
| DrawFaceMove2 | MarchingCubeCase0 | SurfaceProperty |
| DrawFaceMove3 | MarchingCubeCase0 | TestEdge |
| DrawFaceRaster1 | MarchingCubeCase0 | ZDepth |
| DrawFaceRaster2 | MarchingCubeCase1 | SetF3 |
| FillPolygon | MarchingCubeCase1 | SetF3ClippingBoxOff |
| FillPolygonBorder | MarchingCubeCase1 | SetF3ClippingBoxOn |
| FindLevelLines | MarchingCubeSetTriClass | Class |
| FindPartEdge | MarchingCubeMiddleClass | Class_Name |
| FindVisibleLine | MarchingCubeSurface | Penetration |
| FindVisibleDraw | MarchingCubeFindNodes | ShowMembers |
| FrontBox | ModifyScreen | Streamer |
| GouraudFunction | SetDrawFace | StreamerNVirtual |
| ImplicitFunction | SetIsoSurfaceParameters | |
| IsoSurface | SetLegoFunction | |

| TAttLine | | |
|----------------|--------------------|------------------|
| fLineColor | fLineWidth | |
| fLineStyle | fglsA | |
| @~TAttLine | Modify | Class_Name |
| TAttLine | ResetAttLine | IsA |
| TAttLine | SaveLineAttributes | ShowMembers |
| Copy | SetLineAttributes | Streamer |
| DistancetoLine | SetLineColor | StreamerNVirtual |
| GetLineColor | SetLineStyle | |
| GetLineStyle | SetLineWidth | |
| GetLineWidth | Class | |