

**TObject**

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

**TPoints3DABC**

fglsA

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@~TPoints3DABC  
 DistancetoLine  
 Add  
 AddLast  
 DistancetoPrimitive  
 GetLastPosition  
 GetN  
 GetP  
 GetX  
 GetY  
 GetZ  
 GetXYZ  
 GetXYZ  
 GetOption  
 PaintPoints  
 SetLastPosition  
 SetNextPoint  
 SetOption  
 SetPoint  
 SetPoints  
 Size  
 Class  
 Class\_Name  
 IsA  
 ShowMembers  
 Streamer

**TTablePoints**

fTableSorter  
 fKey  
 fFirstRow  
 fSize  
 fRows  
 fglsA

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@~TTablePoints  
 SetTablePointer  
 DistancetoPrimitive  
 GetLastPosition  
 GetX  
 GetY  
 GetZ  
 GetTable  
 GetOption  
 Indx  
 SetLastPosition  
 SetOption  
 SetPoint  
 SetPoints  
 Size  
 Class  
 Class\_Name  
 IsA  
 ShowMembers