

TObject

fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	

@~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@[@]	

TBox

fTip
fX1
fY1
fX2
fY2
fResizing
kCannotMove
fgIsA

@~TBox
TBox
TBox
TBox
Copy
DistancetoPrimitive
Draw
DrawBox
ExecuteEvent
IsBeingResized
GetX1
GetX2
GetY1
GetY2
HideToolTip
Is
Paint
PaintBox
Print
SavePrimitive
SetX1
SetX2
SetY1
SetY2
SetToolTipText
Class
Class_Name
IsA
ShowMembers
Streamer

TPave

fX1NDC	fCornerRadius
fY1NDC	fOption
fX2NDC	fName
fY2NDC	kNamelsAction
fBorderSize	fgIsA
flnit	

@~TPave	Paint
TPave	PaintPave
TPave	PaintPaveArc
TPave	Print
Copy	SavePrimitive
ConvertNDCtoPad	SetBorderSize
Draw	SetCornerRadius
DrawPave	SetName
ExecuteEvent	SetOption
GetBorderSize	SetX1NDC
GetCornerRadius	SetX2NDC
GetName	SetY1NDC
GetOption	SetY2NDC
GetX1NDC	Class
GetX2NDC	Class_Name
GetY1NDC	IsA
GetY2NDC	ShowMembers
Hash	Streamer
IsSortable	
Is	

TAttLine

fLineColor
fLineStyle
fLineWidth
fgIsA

@~TAttLine
TAttLine
TAttLine
Copy
DistancetoLine
GetLineColor
GetLineStyle
GetLineWidth
Modify
ResetAttLine
SaveLineAttributes
SetLineAttributes
SetLineColor
SetLineStyle
SetLineWidth