

**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@[@]	

**TPolyMarker3D**

fN  
fP  
fOption  
fGLList  
fLastPoint  
fName  
fgIsA

  

@~TPolyMarker3D  
TPolyMarker3D  
TPolyMarker3D  
TPolyMarker3D  
TPolyMarker3D  
TPolyMarker3D  
Copy  
DistancetoPrimitive  
Draw  
DrawPolyMarker  
ExecuteEvent  
GetLastPoint  
GetName  
GetN  
GetP  
GetPoint  
GetOption  
Is  
Merge  
Paint  
Print  
SavePrimitive  
SetName  
SetPoint  
SetPolyMarker  
SetPolyMarker  
SetNextPoint  
Size  
PaintH3  
Class  
Class\_Name  
IsA  
ShowMembers  
Streamer

**TAttMarker**

fMarkerColor  
fMarkerStyle  
fMarkerSize  
fgIsA

  

@~TAttMarker  
TAttMarker  
TAttMarker  
Copy  
GetMarkerColor  
GetMarkerStyle  
GetMarkerSize  
Modify  
ResetAttMarker  
SaveMarkerAttributes  
SetMarkerAttributes