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@[@]	

TVirtualViewer3D

fgIsA

@~TVirtualViewer3D
PreferLocalFrame
BeginScene
BuildingScene
EndScene
AddObject
AddObject
OpenComposite
CloseComposite
AddCompositeOp
Viewer3D
Class
Class_Name
IsA
ShowMembers
Streamer

TViewerX3D

fMainFrame	fWidth
fOption	fHeight
fTitle	fXPos
fX3DWin	fYPos
fCanvas	fPad
fContainer	fBuildingScene
fMenuBar	kSize
fFileMenu	kDraw
fHelpMenu	fPass
fMenuBarLayout	fgCreated
fMenuBarItemLayout	fgIsA
fMenuBarHelpLayout	
fCanvasLayout	

@~TViewerX3D	BeginScene
CreateViewer	BuildingScene
InitX3DWindow	EndScene
DeleteX3DWindow	AddObject
HandleContainerButton	AddObject
TViewerX3D	OpenComposite
TViewerX3D	CloseComposite
TViewerX3D	AddCompositeOp
ExecCommand	ProcessFrameMessage
GetPosition	Class
Iconify	Class_Name
Show	IsA
Close	ShowMembers
Update	Streamer
PaintPolyMarker	StreamerNVirtual
PreferLocalFrame	