

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@[@]	

TNamed
fName
fTitle
fglsA
@~TNamed
TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

TVirtualPS
fNByte
fLenBuffer
fSizBuffer
fPrinted
fStream
fBuffer
fglsA
@~TVirtualPS
CellArrayBegin
CellArrayFill
CellArrayEnd
Close
DrawBox
DrawFrame
DrawPolyMarker
DrawPolyMarker
DrawPS
DrawPS
NewPage
Open
Text
SetColor
PrintFast
PrintStr
WriteInteger
WriteReal
Class
Class_Name
IsA
ShowMembers
Streamer

TImageDump
fImage
fType
fglsA
@~TImageDump
TImageDump
TImageDump
CellArrayBegin
CellArrayFill
CellArrayEnd
Close
DrawBox
DrawFrame
DrawPolyMarker
DrawPolyMarker
DrawPS
DrawPS
NewPage
Open
Text
SetColor
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

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

TAttFill
