TObject

fUniqueID	kZombie
fBits	kBitMask
fgDtorOnly	kSingleKey
fgDirLevel	kOverwrite
fgObjectStat	fgIsA
kIsOnHeap	
kNotDeleted	

MakeZombie	Is
TObject	Modified
TObject	Paint
operator=	Pop
AppendPad	Print
Browse	Read
ClassName	RecursiveRemove
Clear	SavePrimitive
Clone	SetDrawOption
Close	SetUniqueID
Compare	UseCurrentStyle
Copy	Write
Delete	operator new
DistancetoPrimitive	operator new
Draw	operator delete
DrawClass	SetBit
DrawClone	SetBit
Dump	ResetBit
Execute	TestBit
Execute	InvertBit
ExecuteEvent	Warning
GetDrawOption	Error
GetUniqueID	SysError
GetName	Fatal
GetIconName	AbstractMethod
GetOption	MayNotUse
GetObjectInfo	DecreaseDirLevel
GetTitle	GetDtorOnly
HandleTimer	SetDtorOnly
Hash	GetDirLevel
InheritsFrom	SetDirLevel
InheritsFrom	GetObjectStat
Inspect	SetObjectStat
IsFolder	IncreaseDirLevel
IsEqual	IndentLevel
IsSortable	Class
IsModified	IsA
IsOnHeap	ShowMembers
IsZombie	
Notify	

TRotation

fxx	fzx
fxy	fzy
fxz	fzz
fyx	fgIsA
fyy	
fyz	

TRotation	Inverse
TRotation	Invert
XX	RotateX
XY	RotateY
XZ	RotateZ
YX	Rotate
YY	Rotate
YZ	RotateAxes
ZX	PhiX
ZY	PhiY
ZZ	PhiZ
operator[]	ThetaX
operator()	ThetaY
operator=	ThetaZ
operator==	AngleAxis
operator!=	TRotation
IsIdentity	Class
operator*	IsA
operator*	ShowMembers
operator*=	
Transform	