TObject

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

MakeZombie	GetObjectInfo	operator delete
DoError	GetTitle	operator delete[]
TObject	HandleTimer	operator delete
TObject	Hash	operator delete[]
operator=	InheritsFrom	SetBit
AppendPad	InheritsFrom	SetBit
Browse	Inspect	ResetBit
ClassName	IsFolder	TestBit
Clear	IsEqual	TestBits
Clone	IsSortable	InvertBit
Compare	IsOnHeap	Info
Copy	IsZombie	Warning
Delete	Notify	Error
DistancetoPrimitive	ls	SysError
Draw	Paint	Fatal
DrawClass	Pop	AbstractMethod
DrawClone	Print	MayNotUse
Dump	Read	GetDtorOnly
Execute	RecursiveRemove	SetDtorOnly
Execute	SavePrimitive	GetObjectStat
ExecuteEvent	SetDrawOption	SetObjectStat
FindObject	SetUniqueID	Class
FindObject	UseCurrentStyle	Class_Name
GetDrawOption	Write	IsA
GetUniqueID	operator new	ShowMembers
GetName	operator new[]	Streamer
GetIconName	operator new	
GetOption	operator new[]	

TNamed

fName	
fTitle	
fgIsA	

TNamed	
TNamed	
TNamed	
TNamed	
operator=	
Clear	
Clone	
Compare	
Copy	
FillBuffer	
GetName	
GetTitle	
Hash	
IsSortable	
SetName	
SetNameTitle	
SetTitle	
ls	
Print	
Sizeof	
Class	
Class_Name	
IsA	
ShowMembers	
Streamer	

TVirtualX

kCopy	kInvert	kFilled	kOpaque	kLoad	fgIsA
kXor	kHollow	kClear	kCheck	fDrawMode	

TVirtualX	ResizeWindow	MoveResizeWindow	CopyArea	TranslateCoordinates	glNewList
TVirtualX	SelectWindow	ResizeWindow	ChangeWindowAttributes	GetWindowSize	glGetBooleanv
Init	SelectPixmap	IconifyWindow	ChangeProperty	FillPolygon	glGetDoublev
ClearWindow	SetCharacterUp	SetWindowBackground	DrawLine	QueryPointer	glGetFloatv
ClosePixmap	SetClipOFF	SetWindowBackgroundPixmap	DrawPixmap	SetForeground	glGetIntegerv
CloseWindow	SetClipRegion	CreateWindow	CheckEvent	SetClipRectangles	glGetError
CopyPixmap	SetCursor	OpenDisplay	SendEvent	Update	glEndList
CreateOpenGLContext	SetDoubleBuffer	CloseDisplay	WMDeleteNotify	CreateRegion	glBegin
DeleteOpenGLContext	SetDoubleBufferOFF	GetDisplay	SetKeyAutoRepeat	DestroyRegion	glEnd
DrawBox	SetDoubleBufferON	GetVisual	GrabKey	UnionRectWithRegion	glPushMatrix
DrawCellArray	SetDrawMode	GetScreen	GrabButton	PolygonRegion	glPopMatrix
DrawFillArea	SetFillColor	GetDepth	GrabPointer	UnionRegion	glRotated
DrawLine	SetFillStyle	GetColormap	SetWindowName	IntersectRegion	glTranslated
DrawPolyLine	SetLineColor	InternAtom	SetIconName	SubtractRegion	glMultMatrixd
DrawPolyMarker	SetLineType	GetDefaultRootWindow	SetIconPixmap	XorRegion	glColor3fv
DrawText	SetLineStyle	GetParent	SetClassHints	EmptyRegion	glVertex3f
ExecCommand	SetLineWidth	LoadQueryFont	SetMWMHints	PointInRegion	glVertex3fv
GetCharacterUp	SetMarkerColor	GetFontHandle	SetWMPosition	EqualRegion	glIndexi
GetDrawMode	SetMarkerSize	DeleteFont	SetWMSize	GetRegionBox	glPointSize
GetDoubleBuffer	SetMarkerStyle	CreateGC	SetWMSizeHints	ListFonts	glLineWidth
GetGeometry	SetOpacity	ChangeGC	SetWMState	FreeFontNames	glDeleteLists
DisplayName	SetRGB	CopyGC	SetWMTransientHint	CreateImage	glGenLists
GetNativeEvent	SetTextAlign	DeleteGC	DrawString	GetImageSize	glCallList
GetPixel	SetTextColor	CreateCursor	TextWidth	PutPixel	glMatrixMode
GetPlanes	SetTextFont	SetCursor	GetFontProperties	PutImage	glLoadIdentity
GetRGB	SetTextFont	CreatePixmap	GetGCValues	DeleteImage	glFrustum
GetTextExtent	SetTextMagnitude	CreatePixmap	GetFontStruct	CreateGLWindow	glOrtho
GetTextMagnitude	SetTextSize	CreateBitmap	FreeFontStruct	GetWinDC	glCullFace
GetWindowID	UpdateWindow	DeletePixmap	ClearWindow	wglCreateContext	glPolygonMode
HasTTFonts	Warp	CreatePictureFromFile	KeysymToKeycode	wglDeleteContext	glLoadMatrixd
InitWindow	WriteGIF	CreatePictureFromData	FillRectangle	wglMakeCurrent	glShadeModel
AddWindow	WritePixmap	ReadPictureDataFromFile	DrawRectangle	wglSwapLayerBuffers	glNormal3fv
RemoveWindow	GetWindowAttributes	DeletePictureData	DrawSegments	glViewport	Class
MoveWindow	MapWindow	SetDashes	SelectInput	glClearIndex	Class_Name
OpenPixmap	MapSubwindows	ParseColor	GetInputFocus	glClearColor	IsA
QueryPointer	MapRaised	AllocColor	SetInputFocus	glDrawBuffer	ShowMembers
ReadGIF	UnmapWindow	QueryColor	GetPrimarySelectionOwner	glClear	Streamer
RequestLocator	DestroyWindow	FreeColor	SetPrimarySelectionOwner	glIsEnabled	StreamerNVirtual
RequestString	RaiseWindow	EventsPending	ConvertPrimarySelection	glFlush	
RescaleWindow	LowerWindow	NextEvent	LookupString	glFrontFace	
ResizePixmap	MoveWindow	Bell	GetPasteBuffer		

TAttLine

fLineColor	fLineStyle	fLineWidth	fgIsA	

TAttLine	GetLineColor	ResetAttLine	SetLineStyle	IsA
TAttLine	GetLineStyle	SaveLineAttributes	SetLineWidth	ShowMembers
Copy	GetLineWidth	SetLineAttributes	Class	Streamer
DistancetoLine	Modify	SetLineColor	Class_Name	StreamerNVirtual