

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@[@] | |

TLine

fx1
 fy1
 fx2
 fy2
 kLineNDC
 fglsA

@~TLine
 TLine
 TLine
 TLine
 Copy
 DistancetoPrimitive
 DrawLine
 DrawLineNDC
 ExecuteEvent
 GetX1
 GetX2
 GetY1
 GetY2
 Is
 Paint
 PaintLine
 PaintLineNDC
 Print
 SavePrimitive
 SetX1
 SetX2
 SetY1
 SetY2
 Class
 Class_Name
 IsA
 ShowMembers
 Streamer

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