

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~TObject	GetObjectInfo	operator new@[@]
MakeZombie	GetTitle	operator delete
DoError	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
TObject	InheritsFrom	operator delete@[@]
operator=	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistancetoPrimitive	Paint	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRemove	GetDtorOnly
Execute	SaveAs	SetDtorOnly
Execute	SavePrimitive	GetObjectStat
ExecuteEvent	SetDrawOption	SetObjectStat
FindObject	SetUniqueID	Class
FindObject	UseCurrentStyle	Class_Name
GetDrawOption	Write	IsA
GetUniqueID	Write	ShowMembers
GetName	operator new	
GetIconName	operator new@[@]	
GetOption	operator new	

TVirtualViewer3D
fgIsA
@~TVirtualViewer3D
PreferLocalFrame
CanLoopOnPrimitives
PadPaint
ObjectPaint
BeginScene
BuildingScene
EndScene
AddObject
AddObject
OpenComposite
CloseComposite
AddCompositeOp
SelectObject
DrawViewer
PrintObjects
ResetCameras
ResetCamerasAfterNextUpdate
Viewer3D
Class
Class_Name
IsA
ShowMembers
Streamer

TViewer3DPad
fPad
fBuilding
fgIsA
@~TViewer3DPad
TViewer3DPad
operator=
TViewer3DPad
PreferLocalFrame
BeginScene
BuildingScene
EndScene
AddObject
AddObject
AddObject
OpenComposite
CloseComposite
AddCompositeOp
Class
Class_Name
IsA
ShowMembers