

| 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     |                     |

| TVolumePosition     |                   |
|---------------------|-------------------|
| fx[3]               | kIsOwn            |
| fMatrix             | fgIsA             |
| fNode               |                   |
| fld                 |                   |
| @~TVolumePosition   | GetZ              |
| DeleteOwnMatrix     | GetId             |
| TVolumePosition     | IsMatrixOwner     |
| TVolumePosition     | SetMatrixOwner    |
| TVolumePosition     | IsFolder          |
| TVolumePosition     | Is3D              |
| Browse              | Local2Master      |
| Errmx2Local         | Local2Master      |
| Errmx2Local         | Mult              |
| Errmx2Master        | Paint             |
| Errmx2Master        | Print             |
| Cormx2Local         | UpdatePosition    |
| Cormx2Local         | Reset             |
| Cormx2Master        | SavePrimitive     |
| Cormx2Master        | SetLineAttributes |
| Master2Local        | SetMatrix         |
| Master2Local        | SetNode           |
| DistancetoPrimitive | SetPosition       |
| DefineSet           | SetVisibility     |
| Draw                | SetX              |
| ExecuteEvent        | SetY              |
| GetNode             | SetZ              |
| GetObjectInfo       | SetXYZ            |
| GetOption           | SetId             |
| GetName             | operator=         |
| GetMatrix           | Class             |
| GetMatrix           | Class_Name        |
| GetVisibility       | IsA               |
| GetX                | ShowMembers       |
| GetXYZ              |                   |
| GetY                |                   |