

TObject		
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	fUniqueID
kIsReferenced	kZombie	fBits
kHasUUID	kBitMask	
Streamer		
MakeZombie	GetOption	operator new
DoError	GetObjectInfo	operator new@[@]
TObject	SetTitle	operator delete
TObject	HandleTimer	operator delete@[@]-TNamed
operator=	Hash	operator delete
@~TObject	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	Print	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRemove	Obsolete
Execute	SaveAs	GetDtorOnly
ExecuteEvent	SavePrimitive	SetDtorOnly
FindObject	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
GetName	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
operator=	operator new	
operator new@[@]		

TNamed
fgIsA
fName
fTitle
Streamer
TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA

TSpectrum2Painter			
kModeGroupSimple	kNoBezierInterpolation	fModeGroup	fMyx
kModeGroupHeight	kBezierInterpolation	fDisplayMode	fMyy
kModeGroupLight	kPenStyleSolid	fZScale	fTxx
kModeGroupLight	kPenStyleDash	fNodesx	fTxy
kDisplayModePoint	kPenStyleDot	fNodesy	fTyx
kDisplayModeGrid	kPenStyleDashDot	fContWidth	fTyy
kDisplayModeCorner	kChannelMarksNone	fChan	fTyz
kDisplayModeBar	kChannelMarksDraw	fBeta	fVx
kDisplayModeLine	kChannelMarksStroke	fDrawAngle	fVy
kDisplayModeLine	kChannelMarksStrokeCross	fCross	fNuSli
kDisplayModeBar	kChannelMarksStrokeStar	fStar	fZ
kDisplayModeBar	kChannelMarksStrokeRetor	fRetor	fZeq
kDisplayModeNeed	kChannelMarksStrokeRainbow	fRainbow3Step	fGbezx
kDisplayModeSurf	kChannelMarksStrokeDial	fDial	fGbezy
kDisplayModeTri	kChannelMarksStrokeWright	fWright	fDxspline
kZScaleLinear	kChannelGridNotDraw	fLight	fDyspline
kZScaleLog	kChannelGridDraw	fLight	fZPresetValue
kZScaleSqrt	fgIsA	fZlight	fXt
kColorAlgRgbSm	fZ	fShadow	fYt
kColorAlgRgbMod	fZmin	fShading	fXs
kColorAlgCmySm	fZmax	fBezier	fYs
kColorAlgCmyMod	fZmin	fChanmarkEnDis	fXe
kColorAlgCieSm	fZmax	fChanmarkStyle	fYe
kColorAlgCieMod	fZmin	fChanmarkWidth	fLine
kColorAlgYiqSm	fZmax	fChanmarkHeight	fEnvelope
kColorAlgYiqMod	fZmin	fChanmarkColor	fEnvelopeContour
kColorAlgHvsMod	fB1	fChanlineColor	fMaximumXScreenResolu
kShadowsNotPair	fB2	fKx	fNewColorIndex
kShadowsPainted	fPenColor	fKy	fBzX[4]
kNotShaded	fPenDash	fMxx	fBzY[4]
kShaded	fPenWidth	fMxy	
Streamer	GetNodes	SetLightHeightWeight	DrawMarker
TSpectrum2Painter	GetPenAttr	SetLightPosition	Envelope
@~TSpectrum2Painter	GetShading	SetNodes	EnvelopeBars
GetAngles	GetZScale	SetPenAttr	ShadowColorCalculation
GetBezier	Paint	SetShading	Slice
GetChanGrid	SetAngles	SetZScale	Transform
GetChanMarks	SetBezier	PaintSpectrum	Class
GetColorAlgorithm	SetChanGrid	BezC	Class_Name
GetColorIncrement	SetChanMarks	BezierBlend	IsA
GetContourWidth	SetColorAlgorithm	BezierSmoothing	ShowMembers
GetDisplayMode	SetColorIncrement	ColorCalculation	StreamerNVirtual
GetLightHeightWeight	GetContourWidth	ColorModel	
GetLightPosition	SetDisplayMode	CopyEnvelope	