

TObject		
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	fUniqueID
kIsReferenced	kZombie	fBits
kHasUUID	kBitMask	
Streamer	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[@]
@~TObject	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	Obsolete
Execute	SaveAs	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	
GetIconName	operator new@[@]	

TRotation	
fgIsA	fyz
fxx	fzx
fxy	fzy
fxz	fzz
fyx	
fyy	
Streamer	PhiZ
TRotation	ThetaX
TRotation	ThetaY
TRotation	ThetaZ
@~TRotation	AngleAxis
XX	SetTolIdentity
XY	SetXEulerAngles
XZ	SetXPhi
YX	SetXTheta
YY	SetXPsi
YZ	RotateXEulerAngles
ZX	GetXPhi
ZY	GetXTheta
ZZ	GetXPsi
operator@[@]	SetYEulerAngles
operator()	SetYPhi
operator=	SetYTheta
operator==	SetYPsi
operator@!=	RotateYEulerAngles
IsIdentity	GetYPhi
operator*	GetYTheta
operator*	GetYPsi
operator*=	SetXAxis
Transform	SetXAxis
Inverse	SetYAxis
Invert	SetYAxis
RotateX	SetZAxis
RotateY	SetZAxis
RotateZ	MakeBasis
Rotate	TRotation
Rotate	Class
RotateAxes	Class_Name
PhiX	IsA
PhiY	