

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@[@-TNamed
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	Print	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@[@]	

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	fDpChan	fTyz
kDisplayModeBar	kChannelMarksDraw	fBeta	fVx
kDisplayModeLine	kChannelMarksStroke	fWaveAngle	fVy
kDisplayModeLine	kChannelMarksStrokeCross	fWaveCross	fNuSli
kDisplayModeBar	kChannelMarksStrokeStar	fResStar1Step	fZ
kDisplayModeBar	kChannelMarksStrokeRetor2Step	fRetor2Step	fZeq
kDisplayModeNeed	kChannelMarksStrokeRainbow3Step	fRainbow3Step	fGbezx
kDisplayModeSurf	kChannelMarksStrokeColor	fColorAlgd	fGbezy
kDisplayModeTri	kChannelMarksStrokeWraigle	fWraigle	fDxspline
kZScaleLinear	kChannelGridNotDraw	fLight	fDyspline
kZScaleLog	kChannelGridDraw	fWright	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
kColorAlgHvsSm	fB1	fChanlineEnDis	fNewColor
kColorAlgHvsMod	fB2	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	