

TObject		
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fglsA
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@[[@]	

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

TGLManager
fglsA
Streamer
TGLManager
InitGLWindow
CreateGLContext
AttachOffScreenDevice
ResizeOffScreenDevice
SelectOffScreenDevice
GetVirtualXInd
MarkForDirectCopy
ExtractViewport
ReadGLBuffer
MakeCurrent
Flush
DeleteGLContext
SelectManip
PaintSingleObject
PanObject
PrintViewer
PlotSelected
GetPlotInfo
HighColorFormat
Instance
TGLManager
operator=
Class
Class_Name
IsA
ShowMembers

TX11GLManager
fglsA
fPimpl
Streamer
TX11GLManager
@~TX11GLManager
InitGLWindow
CreateGLContext
AttachOffScreenDevice
ResizeOffScreenDevice
SelectOffScreenDevice
GetVirtualXInd
MarkForDirectCopy
ExtractViewport
ReadGLBuffer
MakeCurrent
Flush
DeleteGLContext
SelectManip
PlotSelected
GetPlotInfo
PaintSingleObject
PanObject
PrintViewer
HighColorFormat
CreateGLPixmap
TX11GLManager
operator=
Class
Class_Name
IsA