

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

TVirtualHistPainter
fgPainter
fgIsA
@~TVirtualHistPainter
DistancetoPrimitive
DrawPanel
ExecuteEvent
FitPanel
GetContourList
GetObjectInfo
GetStack
IsInside
IsInside
Paint
PaintStat
ProcessMessage
SetHistogram
SetStack
MakeCuts
HistPainter
SetPainter
Class
Class_Name
IsA
ShowMembers
Streamer

TGLHistPainter		
fDefaultPainter	fMinXScaled	fLastBinZ
fHist	fMaxXScaled	fLogX
fF3	fMinY	fLogY
kLego	fMaxY	fLogZ
kLego2	fScaleY	fX
kSurface	fMinYScaled	fY
kSurface1	fMaxYScaled	fZ
kSurface2	fMinZ	fMesh
kSurface4	fMaxZ	fFaceNormals
kTF3	fScaleZ	fAverageNormals
kUnsupported	fMinZScaled	fF3Mesh
fLastOption	fMaxZScaled	fZLevels
kDefault	fFactor	fGLDevice
kMaple0	fRotation	f2DAxes[8]
kMaple1	fFrustum[4]	f2DPass
kMaple2	fCenter[3]	fTextureName
fTF3Style	fShift	fTexture
fAxisX	fViewport[4]	fCurrentPainter
fAxisY	fFirstBinX	fFrontPoint
fAxisZ	fLastBinX	fgIsA
fMinX	fFirstBinY	
fMaxX	fLastBinY	
fScaleX	fFirstBinZ	
@~TGLHistPainter	DisableTexture	DrawSurfaceProfileX
TGLHistPainter	SetZLevels	DrawSurfaceProfileY
DistancetoPrimitive	AdjustScales	DrawGrid
DrawPanel	SetVertices	DrawZeroPlane
ExecuteEvent	SetAxes	DrawAxes
FitPanel	SetTable	FrontPoint
GetContourList	SetMesh	SetPlotColor
GetObjectInfo	SetNormals	SetCamera
GetStack	SetAverageNormal	SetTransformation
IsInside	SetTF3Mesh	ClearBuffers
IsInside	InitGL	Select
Paint	MakeCurrent	SelectAxes
PaintStat	CalculateTransformation	SetHistPainter
ProcessMessage	DrawLego	operator=
SetHistogram	DrawSurface	Class
SetStack	DrawTF3	Class_Name
MakeCuts	DrawFrame	IsA
SetPaintFunction	DrawBackPlane	ShowMembers
Paint	DrawProfile	
SetTexture	DrawLegoProfileX	
EnableTexture	DrawLegoProfileY	

TVirtualGLPainter		
fgIsA		
@~TVirtualGLPainter		
Class_Name	Streamer	
Paint	IsA	
Class	ShowMembers	