

**TObject**

fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	

  

@~TObject	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
DistancetoPrimitive	Is	Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRemove	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	GetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	ShowMembers
GetIconName	operator new@[@]	

**TBox**

fTip  
fX1  
fY1  
fX2  
fY2  
fResizing  
kCannotMove  
fgIsA

  

@~TBox  
operator=  
TBox  
TBox  
TBox  
Copy  
DistancetoPrimitive  
Draw  
DrawBox  
ExecuteEvent  
IsBeingResized  
GetX1  
GetX2  
GetY1  
GetY2  
HideToolTip  
Is  
Paint  
PaintBox  
Print  
SavePrimitive  
SetX1  
SetX2  
SetY1  
SetY2  
SetToolTipText  
Class  
Class\_Name  
IsA  
ShowMembers

**TAttLine**

fLineColor  
fLineStyle  
fLineWidth  
fgIsA

  

@~TAttLine  
TAttLine  
TAttLine  
Copy  
DistancetoLine  
GetLineColor  
GetLineStyle  
GetLineWidth  
Modify  
ResetAttLine  
SaveLineAttributes  
SetLineAttributes  
SetLineColor  
SetLineStyle  
SetLineWidth