

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	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	ShowMembers
GetIconName	operator new@[@]	

TPolyLine
fN
fLastPoint
fX
fY
fOption
fgIsA
@~TPolyLine
operator=
TPolyLine
TPolyLine
TPolyLine
TPolyLine
Copy
DistancetoPrimitive
Draw
DrawPolyLine
ExecuteEvent
GetLastPoint
GetN
GetX
GetY
GetOption
Is
Merge
Paint
PaintPolyLine
PaintPolyLineNDC
Print
SavePrimitive
SetNextPoint
SetOption
SetPoint
SetPolyLine
SetPolyLine
SetPolyLine
Size
Class
Class_Name
IsA
ShowMembers

TCurlyLine	
fX1	flsCurly
fY1	fgDefaultWaveLength
fX2	fgDefaultAmplitude
fY2	fgDefaultIsCurly
fWaveLength	kTooShort
fAmplitude	fgIsA
fNsteps	
@~TCurlyLine	SetAmplitude
TCurlyLine	SetStartPoint
TCurlyLine	SetEndPoint
Build	SavePrimitive
DistancetoPrimitive	SetDefaultWaveLength
ExecuteEvent	SetDefaultAmplitude
GetCurly	SetDefaultIsCurly
GetWaveLength	GetDefaultWaveLength
GetAmplitude	GetDefaultAmplitude
GetStartX	GetDefaultIsCurly
GetEndX	Class
GetStartY	Class_Name
GetEndY	IsA
SetCurly	ShowMembers
SetWavy	Streamer
SetWaveLength	

TAttLine
fLineColor
fLineStyle
fLineWidth
fgIsA
@~TAttLine
TAttLine
TAttLine
Copy
DistancetoLine
GetLineColor
GetLineStyle
GetLineWidth
Modify
ResetAttLine
SaveLineAttributes