

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@[@]	

TLine

fX1
 fY1
 fX2
 fY2
 kLineNDC
 kVertical
 kHorizontal
 fgIsA

@~TLine
 TLine
 TLine
 TLine
 Copy
 DistancetoPrimitive
 DrawLine
 DrawLineNDC
 ExecuteEvent
 GetX1
 GetX2
 GetY1
 GetY2
 IsHorizontal
 IsVertical
 Is
 Paint
 PaintLine
 PaintLineNDC
 Print
 SavePrimitive
 SetHorizontal
 SetVertical
 SetX1
 SetX2
 SetY1
 SetY2
 Class
 Class_Name
 IsA
 ShowMembers
 Streamer

TAttLine

fLineColor
 fLineStyle
 fLineWidth
 fgIsA

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