

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@[@]	

TPolyMarker3D

fN
fP
fOption
fGLList
fLastPoint
fName
fgIsA

@~TPolyMarker3D
operator=
TPolyMarker3D
TPolyMarker3D
TPolyMarker3D
TPolyMarker3D
TPolyMarker3D
Copy
DistancetoPrimitive
Draw
DrawPolyMarker
ExecuteEvent
GetLastPoint
GetName
GetN
GetP
GetPoint
GetOption
Is
Merge
Paint
Print
SavePrimitive
SetName
SetPoint
SetPolyMarker
SetPolyMarker
SetNextPoint
Size
PaintH3
Class
Class_Name
IsA
ShowMembers

TAttMarker

fMarkerColor
fMarkerStyle
fMarkerSize
fgIsA

@~TAttMarker
TAttMarker
TAttMarker
Copy
GetMarkerColor
GetMarkerStyle
GetMarkerSize
Modify
ResetAttMarker
SaveMarkerAttributes
SetMarkerAttributes