

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@[ @]	

TNamed
fName
fTitle
fgIsA
@~TNamed
TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

TNode	
kSonsInvisible	fParent
fX	fNodes
fY	fOption
fZ	fVisibility
fMatrix	fgIsA
fShape	
@~TNode	ImportShapeAttribute
TNode	IsFolder
operator=	Local2Master
TNode	Local2Master
TNode	Is
TNode	Master2Local
Browse	Master2Local
BuildListOfNodes	Paint
cd	RecursiveRemove
DistancetoPrimitives	SetMatrix
Draw	SetName
DrawOnly	SetParent
ExecuteEvent	SetNameTitle
GetListOfNodes	SetPosition
GetMatrix	SetVisibility
GetNode	Sizeof3D
GetObjectInfo	UpdateMatrix
GetOption	UpdateTempMatrix
GetParent	Class
GetShape	Class_Name
GetVisibility	IsA
GetX	ShowMembers
GetY	
GetZ	

G3Node
fAxis
fNDivision
fStep
fStartC
fgIsA
@~G3Node
G3Node
G3Node
G3Node
G3Node
SetDivision
ExpandDivisions
Axis
Ndiv
Step
StartC
AddSons
AddSon
operator=
Class
Class_Name
IsA
ShowMembers
Streamer

TAttLine	
fLineColor	fgIsA
fLineStyle	
fLineWidth	
@~TAttLine	SetLineAttributes
TAttLine	SetLineColor
TAttLine	SetLineStyle
Copy	SetLineWidth
DistancetoLine	Class
GetLineColor	Class_Name
GetLineStyle	IsA
GetLineWidth	ShowMembers
Modify	Streamer
ResetAttLine	StreamerNVirtual
SaveLineAttributes	

TAttFill	
fFillColor	fgIsA
fFillStyle	
@~TAttFill	SetFillAttributes
TAttFill	SetFillColor
TAttFill	SetFillStyle
Copy	Class
GetFillColor	Class_Name
GetFillStyle	IsA
IsTransparent	ShowMembers
Modify	Streamer
ResetAttFill	StreamerNVirtual
SaveFillAttributes	