## TObject

**fUniqueID**
**fBits**
**fgDtorOnly**
**fgObjectStat**
**kCanDelete**
**kMustCleanup**
**kObjInCanvas**

**kIsReferenced**
**kHasUUID**
**kCannotPick**
**kNoContextMenu**
**kInvalidObject**
**kIsOnHeap**
**kNotDeleted**

**kZombie**
**kBitMask**
**kSingleKey**
**kOverwrite**
**kWriteDelete**
**fgIsA**

**@~TObject**
**MakeZombie**
**DoError**
**TObject**
**TObject**
**operator=**
**AppendPad**
**Browse**
**ClassName**
**Clear**
**Clone**
**Compare**
**Copy**
**Delete**
**DistancetoPrimitive**
**Draw**
**DrawClass**
**DrawClone**
**Dump**
**Execute**
**Execute**
**ExecuteEvent**
**FindObject**
**FindObject**
**GetDrawOption**
**GetUniqueID**
**GetName**
**GetIconName**

**GetOption**
**GetObjectInfo**
**GetTitle**
**HandleTimer**
**Hash**
**InheritsFrom**
**InheritsFrom**
**Inspect**
**IsFolder**
**IsEqual**
**IsSortable**
**IsOnHeap**
**IsZombie**
**Notify**
**Is**
**Paint**
**Pop**
**Print**
**Read**
**RecursiveRemove**
**SavePrimitive**
**SetDrawOption**
**SetUniqueID**
**UseCurrentStyle**
**Write**
**Write**
**operator new**
**operator new@[@]**

**operator new**
**operator new@[@]**
**operator delete**
**operator delete@[@]**
**operator delete**
**operator delete@[@]**
**SetBit**
**SetBit**
**ResetBit**
**TestBit**
**TestBits**
**InvertBit**
**Info**
**Warning**
**Error**
**SysError**
**Fatal**
**AbstractMethod**
**MayNotUse**
**GetDtorOnly**
**SetDtorOnly**
**GetObjectStat**
**SetObjectStat**
**Class**
**Class_Name**
**IsA**
**ShowMembers**

## 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**

## TPointSet3D

**fIds**
**fNIds**
**fOwnIds**
**fFakeIds**
**fgIsA**

**@~TPointSet3D**
**operator=**
**TPointSet3D**
**TPointSet3D**
**TPointSet3D**
**TPointSet3D**
**TPointSet3D**
**ComputeBBox**
**SetPointId**
**SetPointId**
**GetPointId**
**ClearIds**
**GetOwnIds**
**SetOwnIds**
**GetFakeIds**
**SetFakeIds**
**PointSelected**
**Class**
**Class_Name**
**IsA**
**ShowMembers**

## TAttBBox

**fBBox**
**fgIsA**

**@~TAttBBox**
**BBoxInit**
**BBoxZero**
**BBoxClear**
**BBoxCheckPoint**
**BBoxCheckPoint**
**operator=**
**GetBBoxOK**
**GetBBox**
**AssertBBox**
**ResetBBox**
**ComputeBBox**
**Class**
**Class_Name**
**IsA**
**ShowMembers**

## TAttMarker

**fMarkerColor**
**fMarkerStyle**
**fMarkerSize**
**fgIsA**

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