

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@[@]	

TNamed
fName
fTitle
fgIsA
@~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

TVirtualGL	
flmp	
fgIsA	
@~TVirtualGL	GetGL
operator=	GetGL
CreateGLWindow	GetGLError
CreateContext	MultGLMatrix
DeleteContext	NewGLList
MakeCurrent	NewGLModelView
SwapBuffers	PaintGLPoints
AddRotation	PolygonGLMode
BeginGLCmd	PushGLMatrix
ClearGL	PopGLMatrix
ClearColor	RotateGL
ClearGLColor	RotateGL
ClearGLDepth	SetGLColor
MatrixModeGL	SetGLColorIndex
NewMVGL	SetGLLineWidth
NewPRGL	SetGLPointSize
FrustumGL	SetStack
GLLight	ShadeGLModel
LightModel	TranslateGL
LightModel	RunGLList
CullFaceGL	NewProjectionView
ViewportGL	NewModelView
MaterialGL	PaintCone
MaterialGL	PaintPolyLine
BeginGL	PaintPolyLine
EndGL	PaintGLPointsObject
SetGLVertex	PaintBrik
SetGLVertex	PaintXtru
SetGLNormal	SetLineAttr
PaintPolyMarker	UpdateMatrix
DrawSelectionBox	GetRootLight
EnterSelectionMode	SetRootLight
ExitSelectionMode	GetTrueColorMode
GLLoadName	SetTrueColorMode
DrawFaceSet	DrawSphere
CreateGLLists	DrawViewer
DeleteGLLists	SelectViewer
DisableGL	SelectManip
EnableGL	CaptureViewer
EndGLList	Instance
EndGLCmd	Class
FlushGL	Class_Name
FrontGLFace	IsA
GetGL	ShowMembers
GetGL	