

TObject		
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	fUniqueID
kIsReferenced	kZombie	fBits
kHasUUID	kBitMask	
Streamer	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[@ ~TNamed
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[@
@~TObject	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistancetoPrimitive	Paint	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRemove	Obsolete
Execute	SaveAs	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	
GetIconName	operator new@[@]	

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

TSpectrum2Painter			
kModeGroupSimple	kNoBezierInterpolation	fModeGroup	fMyx
kModeGroupHeight	kBezierInterpolation	fDisplayMode	fMyy
kModeGroupLight	kPenStyleSolid	fZscale	fTxx
kModeGroupLight	kPenStyleDash	fNodesx	fTxy
kDisplayModePoint	kPenStyleDot	fNodesy	fTyx
kDisplayModeGrid	kPenStyleDashDot	fContWidth	fTyy
kDisplayModeCorner	kChannelMarksNone	fDpChan	fTyz
kDisplayModeBar	kChannelMarksDraw	fBeta	fVx
kDisplayModeLine	kChannelMarksStyleNone	fWebAngle	fVy
kDisplayModeLine	kChannelMarksStyleCross	fNucss	fNuSli
kDisplayModeBar	kChannelMarksStyleRainbow1Step	fRainbow1Step	fZ
kDisplayModeBar	kChannelMarksStyleRainbow2Step	fRainbow2Step	fZeq
kDisplayModeNeedData	kChannelMarksStyleRainbow3Step	fRainbow3Step	fGbezxx
kDisplayModeSurf	kChannelMarksStyleColorAlong	fColorAlong	fGbezy
kDisplayModeTriang	kChannelMarksStyleTriangle	fTriangle	fDxspline
kZScaleLinear	kChannelGridNotDrawn	fLight	fDyspline
kZScaleLog	kChannelGridDrawn	fLight	fZPresetValue
kZScaleSqrt	fgIsA	fZlight	fXt
kColorAlgRgbSmoothing	fZmin	fShadow	fYt
kColorAlgRgbModel	fZmin	fShading	fXs
kColorAlgCmySmoothing	fZmax	fBezier	fYs
kColorAlgCmyModel	fZmin	fChanmarkEnDis	fXe
kColorAlgCieSmoothing	fZmax	fChanmarkStyle	fYe
kColorAlgCieModel	fZmin	fChanmarkWidth	fLine
kColorAlgYiqSmoothing	fZmax	fChanmarkHeight	fEnvelope
kColorAlgYiqModel	fZmin	fChanmarkColor	fEnvelopeContour
kColorAlgHvsSmoothing	fZmin	fChanlineEnDis	fNewColor
kColorAlgHvsModel	fZmin	fChanlineColor	fMaximumXScreenResolution
kShadowsNotPainted	fZmin	fKx	fNewColorIndex
kShadowsPainted	fPenColor	fKy	fBzX[4]
kNotShaded	fPenDash	fMxx	fBzY[4]
kShaded	fPenWidth	fMxy	
Streamer	GetNodes	SetLightHeightWidth	DrawMarker
TSpectrum2Painter	GetPenAttr	SetLightPosition	Envelope
@~TSpectrum2Painter	GetShading	SetNodes	EnvelopeBars
GetAngles	GetZScale	SetPenAttr	ShadowColorCalculation
GetBezier	Paint	SetShading	Slice
GetChanGrid	SetAngles	SetZScale	Transform
GetChanMarks	SetBezier	PaintSpectrum	Class
GetColorAlgorithm	SetChanGrid	BezC	Class_Name
GetColorIncrement	SetChanMarks	BezierBlend	IsA
GetContourWidth	SetColorAlgorithm	BezierSmoothing	ShowMembers
GetDisplayMode	SetColorIncrement	ColorCalculation	StreamerNVirtual
GetLightHeightWidth	GetContourWidth	ColorModel	
GetLightPosition	SetDisplayMode	CopyEnvelope	