

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

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

TGraph2D	
fNpoints	fMargin
fNpx	fZout
fNpy	fFunctions
fMaxIter	fHistogram
fSize	fDirectory
fX	fPainter
fY	kUserHisto
fZ	fglsA
fMinimum	
<b>fMaximum</b>	
@~TGraph2D	GetN
Build	GetX
TGraph2D	GetY
TGraph2D	GetZ
TGraph2D	GetXmax
TGraph2D	GetXmin
TGraph2D	GetYmax
TGraph2D	GetYmin
TGraph2D	GetZmax
TGraph2D	GetZmin
TGraph2D	Interpolate
operator=	Paint
DistanceToPrimitiveProject	
Draw	RemovePoint
ExecuteEvent	SavePrimitive
FindObject	SetDirectory
FindObject	SetHistogram
Fit	SetMargin
Fit	SetMarginBinsCon
GetContourList	SetMaximum
GetDirectory	SetMinimum
GetNpx	SetMaxIter
GetNpy	SetName
GetHistogram	SetNpx
GetListOfFunctions	SetNpy
GetErrorX	SetPoint
GetErrorY	SetTitle
GetErrorZ	Class
<b>GetMargin</b>	Class_Name
<b>GetXaxis</b>	IsA
<b>GetYaxis</b>	ShowMembers
<b>GetZaxis</b>	

TGraph2DErrors
fEX
fEY
fEZ
fglsA
@~TGraph2DErrors
TGraph2DErrors
TGraph2DErrors
TGraph2DErrors
GetErrorX
GetErrorY
GetErrorZ
GetEX
GetEY
GetEZ
SetPoint
SetPointError
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

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	