

TObject			TNamed			TGraph		
fUniqueID	kIsReferenced	kZombie	fName	fFunctions	kClipFrame			
fBits	kHasUUID	kBitMask	fTitle	fHistogram	kNotEditable			
fgDtorOnly	kCannotPick	kSingleKey	fIsA	fMinimum	fgIsA			
fgObjectStat	kNoContextMenu	kOverwrite		fMaximum				
kCanDelete	kInvalObject	kWriteDelete	@~TNamed					
kMustCleanup	kIsOnHeap	fgIsA	TNamed					
kObjInCanvas	kNotDeleted		TNamed					
			TNamed					
@~TObject	GetOption	operator new	operator=					
MakeZombie	GetObjectInfo	operator new@[@]	operator=					
DoError	GetTitle	operator delete	operator=					
TObject	HandleTimer	operator delete@[@]	operator=					
TObject	Hash	operator delete	Compare					
operator=	InheritsFrom	operator delete@[@]	Copy					
AppendPad	InheritsFrom	SetBit	FillZero					
Browse	Inspect	SetBit	ShrinkAndCopy					
ClassName	IsFolder	ResetBit	TGraph					
Clear	isEqual	TestBit	GetCovariance					
Clone	IsSortable	TestBits	GetMean					
Compare	IsOnHeap	InvertBit	GetRMS					
Copy	IsZombie	Info	GetMaxSize					
Delete	Notify	Warning	GetN					
DistantetoPrimitives		Error	GetErrorX					
Draw	Paint	SysError	GetErrorY					
DrawClass	Pop	Fatal	GetErrorXhigh					
DrawClone	Print	AbstractMethod	GetErrorXlow					
Dump	Read	MayNotUse	GetErrorYhigh					
Execute	RecursiveRemove	GetDtorOnly	GetErrorYlow					
Execute	SavePrimitive	SetDtorOnly	Smooth					
ExecuteEvent	SetDrawOption	GetObjectStat	Apply					
FindObject	SetUniqueId	SetObjectStat	Browse					
FindObject	UseCurrentStyle	Class	ComputeLogs					
GetDrawOption	Write	Class_Name	ComputeRange					
GetUniqueId	Write	IsA	DistantetoPrimitive					
GetName	operator new	ShowMembers	GetEXhigh					
GetIconName	operator new@[@]		GetEXlow					

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

TAttFill		
fFillColor	fgIsA	
fFillStyle		
@~TAttFill	Modify	Class_Name
TAttFill	ResetAttFill	IsA