

TObject			TNamed		TAxis3D	
fUniqueID fBits fgDtorOnly fgObjectStat kCanDelete kMustCleanup kObjInCanvas	kIsReferenced kHasUUID kCannotPick kNoContextMenu kInvalidObject kIsOnHeap kNotDeleted	kZombie kBitMask kSingleKey kOverwrite kWriteDelete fgIsA	fName fTitle fgIsA	fAxis[3] fOption fgRulerName fSelected	fZoomMode fStickyZoom fgIsA	
@~TObject MakeZombie DoError TObject TObject operator=	GetOption GetObjectInfo GetTitle HandleTimer Hash InheritsFrom InheritsFrom Inspect IsFolder isEqual IsSortable IsOnHeap IsZombie Notify	operator new operator new[@@] operator delete operator delete[@@] operator delete operator delete[@@] SetBit SetBit ResetBit TestBit TestBits InvertBit Info Warning	@~TNamed TNamed TNamed TNamed operator=	@~TAxis3D AxisChoice Build Copy InitSet SwitchZoom Clear Clone Compare Copy FillBuffer GetName GetTitle Hash IsSortable SetName SetNameTitle SetTitle Is Print Sizeof Class Class_Name IsA ShowMembers	GetZaxis IsFolder Paint PaintAxis PixeltoXYZ SavePrimitive SetAxisColor SetAxisRange SetLabelColor SetLabelFont SetLabelOffset SetLabelSize SetNdivisions SetOption SetTickLength SetTitleOffset SetXTITLE SetYTITLE SetZTITLE ToggleRulers ToggleZoom UseCurrentStyle Class Class_Name IsA ShowMembers Streamer	
AppendPad Browse ClassName Clear Clone Compare Copy Delete DistancetoPrimitive Draw DrawClass DrawClone Dump Execute Execute ExecuteEvent FindObject FindObject GetDrawOption GetUniqueID GetName GetIconName	Paint Pop Print Read RecursiveRemove SavePrimitive SetDrawOption SetUniqueID UseCurrentStyle Write Write operator new operator new[@@]	Error SysError Fatal AbstractMethod MayNotUse GetDtorOnly SetDtorOnly GetObjectStat SetObjectStat Class Class_Name IsA ShowMembers				