

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@[@]	

TBuffer3D	
fType	kShapeSpecific
fNbPnts	kRawSizes
fNbSegs	kRaw
fNbPols	kAll
fPntsCapacity	fID
fSegsCapacity	fColor
fPolsCapacity	fTransparency
fSections	fLocalFrame
fgCSLevel	fReflection
kCSUnion	fLocalMaster[16]
kCSIntersection	fBBVertex[8][3]
kCSDifference	fPnts
kCSNoOp	fSegs
kNone	fPols
kCore	fgIsA
kBoundingBox	
@~TBuffer3D	SetLocalMasterIdentity
Init	SetAABoundingBox
TBuffer3D	SetRawSizes
operator=	NbPnts
GetCSLevel	NbSegs
IncCSLevel	NbPols
DecCSLevel	Type
TBuffer3D	Class
SetSectionsValid	Class_Name
ClearSectionsValid	IsA
SectionsValid	ShowMembers
GetSections	