

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
DistancetoPrimitives		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@[@]	

TVirtualHistPainter
fgPainter
fgIsA
@~TVirtualHistPainter
DistancetoPrimitive
DrawPanel
ExecuteEvent
FitPanel
GetContourList
GetObjectInfo
GetStack
IsInside
IsInside
Paint
PaintStat
ProcessMessage
SetHistogram
SetStack
MakeCuts
SetShowProjection
HistPainter
SetPainter
Class
Class_Name
IsA
ShowMembers
Streamer

TGLHistPainter		
fDefaultPainter	fMaxXScaled	fLogY
fHist	fMinY	fLogZ
fF3	fMaxY	fX
kLego	fScaleY	fY
kLego2	fMinYScaled	fZ
kSurface	fMaxYScaled	fMesh
kSurface1	fMinZ	fFaceNormals
kSurface2	fMaxZ	fAverageNormals
kSurface4	fScaleZ	fF3Mesh
kTF3	fMinZScaled	fZLevels
kUnsupported	fMaxZScaled	fGLDevice
fLastOption	fFactor	f2DAxes[8]
kDefault	fRotation	f2DPass
kMaple0	fFrustum[4]	fTextureName
kMaple1	fCenter[3]	fTexture
kMaple2	fShift	fCurrentPainter
fTF3Style	fViewport[4]	fFrontPoint
fAxisX	fFirstBinX	fZoom
fAxisY	fLastBinX	fPan
fAxisZ	fFirstBinY	fCurrPos
fMinX	fLastBinY	fgIsA
fMaxX	fFirstBinZ	
fScaleX	fLastBinZ	
fMinXScaled	fLogX	
@~TGLHistPainter	DisableTexture	DrawSurfaceProfileY
TGLHistPainter	SetZLevels	DrawGrid
DistancetoPrimitive	AdjustScales	DrawZeroPlane
DrawPanel	SetVertices	DrawAxes
ExecuteEvent	SetAxes	FrontPoint
FitPanel	SetTable	PrintPlot
GetContourList	SetMesh	SetPlotColor
GetObjectInfo	SetNormals	SetCamera
GetStack	SetAverageNormals	SetTransformation
IsInside	SetTF3Mesh	ClearBuffers
IsInside	InitGL	Pan
Paint	MakeCurrent	Select
PaintStat	CalculateTransform	Select
ProcessMessage	DrawLego	SelectAxes
SetHistogram	DrawSurface	TGLHistPainter
SetStack	DrawTF3	operator=
MakeCuts	DrawFrame	Class
SetShowProjection	DrawBackPlane	Class_Name
SetPaintFunction	DrawProfile	IsA
Paint	DrawLegoProfileX	ShowMembers
SetTexture	DrawLegoProfileY	
EnableTexture	DrawSurfaceProfileX	

TVirtualGLPainter		
fgIsA		
@~TVirtualGLPainter	Class	Streamer
Paint	Class_Name	
Pan	IsA	
Select	ShowMembers	