

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

TDataSet	
kContinue	fParent
kPrune	fList
kStop	kMark
kUp	kArray
kStruct	kSet
kAll	kReset
kRefs	fglsA
kMarked	
fgMainSet	
@~TDataSet	instance
operator=	Path
SetMother	Pass
TDataSet	Pass
AddMain	PrintContents
SortIt	Purge
SortIt	Remove
GetRealParent	RemoveAt
MakeCollection	SetMother
TDataSet	SetObject
TDataSet	SetParent
TDataSet	SetWrite
Add	Shunt
AddAt	Sort
AddAtAndExpand	IsEmpty
AddFirst	IsFolder
AddLast	IsMarked
At	IsThisDir
Browse	Last
Clone	Is
Delete	Is
Find	Mark
FindByName	UnMark
FindByPath	MarkAll
FindByTitle	UnMarkAll
FindObject	InvertAllMarks
FindObject	Mark
First	Next
GetObjArray	Prev
GetCollection	Update
GetList	Update
GetListSize	Write
GetMainSet	Write
GetMother	Class
GetObject	Class_Name
GetParent	IsA
HasData	ShowMembers
Instance	

TObjectSet
kIsOwner
fObj
fglsA
@~TObjectSet
TObjectSet
TObjectSet
AddObject
Browse
Delete
DoOwner
HasData
GetObject
Instance
IsOwner
SetObject
SetObject
instance
Class
Class_Name
IsA
ShowMembers
Streamer

TVolumeView	
fListOfShapes	
fglsA	
@~TVolumeView	GetLocalRange
PaintShape	GetObjectInfo
TVolumeView	GetShape
TVolumeView	GetVisibility
TVolumeView	IsMarked
TVolumeView	Is3D
TVolumeView	Local2Master
TVolumeView	Local2Master
TVolumeView	Local2Master
TVolumeView	Local2Master
TVolumeView	Nodes
AddNode	Paint
Add	PathP
Add	SetLineAttributes
Add	SavePrimitive
Browse	SetVisibility
Draw	Sizeof3D
DistancetoPrimitive	Class
GetPosition	Class_Name
GetNode	IsA
GetGlobalRange	ShowMembers
GetListOfShapes	

TAtt3D	
fglsA	
@~TAtt3D	IsA
TAtt3D	ShowMembers
Sizeof3D	Streamer
Class	StreamerNVirtual
Class_Name	