TObject

fUniqueID
fBits
fgDtorOnly
fgObjectStat
kIsOnHeap
kNotDeleted
kZombie
kBitMask
kSingleKey
kOverwrite
kWriteDelete
fgIsA

~TObject
MakeZombie
DoError
TObject
TObject
operator=
AppendPad
Browse
ClassName
Clear
Clone
Compare
Copy
Delete
DistancetoPrimitive
Draw
DrawClass
DrawClone
Dump
Execute
Execute
ExecuteEvent
FindObject
FindObject
GetDrawOption
GetUniqueID
GetName
GetIconName
GetOption
GetObjectInfo
GetTitle
HandleTimer
Hash
InheritsFrom
InheritsFrom
Inspect
IsFolder
IsEqual
IsSortable
IsOnHeap
IsZombie
Notify
Is
Paint
Pop
Print
Read
RecursiveRemove
SavePrimitive
SetDrawOption
SetUniqueID
UseCurrentStyle
Write
operator new
operator new[]
operator new
operator new[]
operator delete
operator delete[]
operator delete
operator delete[]
SetBit
SetBit
ResetBit
TestBit
TestBits
InvertBit
Info
Warning
Error
SysError
Fatal
AbstractMethod
MayNotUse
GetDtorOnly
SetDtorOnly
GetObjectStat
SetObjectStat
Class
Class_Name
IsA
ShowMembers

TPolyLine

fN
fLastPoint
fX
fY
fOption
fgIsA

~TPolyLine
TPolyLine
TPolyLine
TPolyLine
TPolyLine
TPolyLine
Copy
DistancetoPrimitive
Draw
DrawPolyLine
ExecuteEvent
GetLastPoint
GetN
GetX
GetY
GetOption
Is
Merge
Paint
PaintPolyLine
PaintPolyLineNDC
Print
SavePrimitive
SetNextPoint
SetOption
SetPoint
SetPolyLine
SetPolyLine
SetPolyLine
Size
Class
Class_Name
IsA
ShowMembers
Streamer

TCurlyLine

fX1
fY1
fX2
fY2
fWaveLength
fAmplitude
fNsteps
fIsCurly
kTooShort
fgIsA

~TCurlyLine
TCurlyLine
TCurlyLine
Build
DistancetoPrimitive
ExecuteEvent
GetCurly
GetWaveLength
GetAmplitude
GetStartX
GetEndX
GetStartY
GetEndY
SetCurly
SetWavy
SetWaveLength
SetAmplitude
SetStartPoint
SetEndPoint
SavePrimitive
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TAttLine

fLineColor
fLineStyle
fLineWidth
fgIsA

~TAttLine
TAttLine
TAttLine
Copy
DistancetoLine
GetLineColor
GetLineStyle
GetLineWidth
Modify
ResetAttLine
SaveLineAttributes