

TObject

fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fglsA
fgDtorOnly	kBitMask	
fgObjectStat	kSingleKey	
kIsOnHeap	kOverwrite	
@~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@[@]	

TGraphPainter

fX
 fY
 fZ
 fXN
 fYN
 fXNmin
 fXNmax
 fYNmin
 fYNmax
 fXmin
 fXmax
 fYmin
 fYmax
 fZmin
 fZmax
 fNpoints
 fNdt
 fPTried
 fNTried
 fMTried
 fDelaunay
 fGraph2D
 fglsA

@~TGraphPainter
 FindTriangles
 PaintLevels
 PaintPolyMarker0
 TGraphPainter
 TGraphPainter
 GetContourList
 Paint
 PaintTriangles
 PaintPolyMarker
 PaintContour
 Class
 Class_Name
 IsA
 ShowMembers
 Streamer
 StreamerNVirtual