

**TObject**

fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fgIsA
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@[@]	

**TMarker3DBox**

fX  
fY  
fZ  
fDx  
fDy  
fDz  
fTheta  
fPhi  
fRefObject  
fgIsA

@~TMarker3DBox  
TMarker3DBox  
TMarker3DBox  
DistancetoPrimitive  
ExecuteEvent  
GetRefObject  
GetDirection  
GetPosition  
GetSize  
Paint  
PaintH3  
SavePrimitive  
SetPoints  
SetDirection  
SetPosition  
SetSize  
SetRefObject  
Class  
Class\_Name  
IsA  
ShowMembers  
Streamer  
StreamerNVirtual

**TAttLine**

fLineColor  
fLineStyle  
fLineWidth  
fgIsA

@~TAttLine  
TAttLine  
TAttLine  
Copy  
DistancetoLine  
GetLineColor  
GetLineStyle  
GetLineWidth  
Modify  
ResetAttLine  
SaveLineAttributes  
SetLineAttributes  
SetLineColor  
SetLineStyle  
SetLineWidth  
Class  
Class\_Name  
IsA  
ShowMembers  
Streamer  
StreamerNVirtual