

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
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@[@]	

TPolyLine3D

fN
fP
fOption
fGList
fLastPoint
fgIsA

@~TPolyLine3D
TPolyLine3D
TPolyLine3D
TPolyLine3D
TPolyLine3D
TPolyLine3D
TPolyLine3D
TPolyLine3D
TPolyLine3D
operator=
Copy
DistancetoPrimitive
Draw
DrawPolyLine
ExecuteEvent
GetLastPoint
GetN
GetP
GetOption
Is
Merge
Paint
Print
SavePrimitive
SetNextPoint
SetOption
SetPoint
SetPolyLine
SetPolyLine
SetPolyLine
Size
DrawOutlineCube
Class
Class_Name
IsA
ShowMembers

THelix

fX0
fY0
fZ0
fVt
fPhi0
fVz
fW
fAxis[3]
fRotMat
fRange[2]
fgMinNSeg
fgIsA

@~THelix
operator=
SetRotMatrix
FindClosestPhase
THelix
THelix
THelix
THelix
Copy
Draw
GetOption
Print
SavePrimitive
SetOption
SetAxis
SetAxis
SetRange
SetRange
SetHelix
Class
Class_Name
IsA
ShowMembers

TAttLine

fLineColor
fLineStyle
fLineWidth
fgIsA

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