

**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@[@]	

**TRotation**

fxx	fzx
fxy	fzy
fxz	fzz
fyx	fgIsA
fyy	
fyz	
@~TRotation	ThetaX
TRotation	ThetaY
TRotation	ThetaZ
TRotation	AngleAxis
XX	SetToldentity
XY	SetXEulerAngles
XZ	SetXPhi
YX	SetXTheta
YY	SetXPsi
YZ	RotateXEulerAngles
ZX	GetXPhi
ZY	GetXTheta
ZZ	GetXPsi
operator@[@]	SetYEulerAngles
operator()	SetYPhi
operator=	SetYTheta
operator==	SetYPsi
operator@!=	RotateYEulerAngles
IsIdentity	GetYPhi
operator*	GetYTheta
operator*	GetYPsi
operator*= Transform	SetXAxis
Inverse	SetXAxis
Invert	SetYAxis
RotateX	SetYAxis
RotateY	SetZAxis
RotateZ	SetZAxis
Rotate	MakeBasis
Rotate	TRotation
RotateAxes	Class
PhiX	Class_Name
PhiY	IsA
PhiZ	ShowMembers