

TObject		
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	fUniqueID
kIsReferenced	kZombie	fBits
kHasUUID	kBitMask	
Streamer	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[@]
@~TObject	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistancetoPrimitive	Paint	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRemove	Obsolete
Execute	SaveAs	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	
GetIconName	operator new@[@]	

TNamed
fgIsA
fName
fTitle
Streamer
TNamed
TNamed
TNamed
TNamed
operator=
@~TNamed
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA

TGL5DDDataSet	
kDefaultNB	fV3MinMax
fgIsA	fV3Range
fNP	fV4MinMax
fV1	fV5MinMax
fV2	fXAxis
fV3	fYAxis
fV4	fZAxis
fV5	fV4IsString
fV1MinMax	fPainter
fV1Range	fIndices
fV2MinMax	
fV2Range	
Streamer	GetXRange
TGL5DDDataSet	GetYRange
DistancetoPrimitive	GetZRange
ExecuteEvent	GetV4Range
GetObjectInfo	V1ToUnitCube
Paint	V2ToUnitCube
GetRealPainter	V3ToUnitCube
SelectPoints	TGL5DDDataSet
SelectedSize	operator=
V1	Class
V2	Class_Name
V3	IsA
GetXAxis	ShowMembers
GetYAxis	
GetZAxis	