

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@[[@]	

TGLAutoRotator	
fgIsA	fWDolly
fViewer	fADolly
fCamera	fThetaA0
fTimer	fDollyA0
fWatch	fTimerRunning
fRotateScene	fImageName
fDeltaPhi	fImageCount
fDt	fImageAutoSave
fWPhi	fImageGUIBaseName
fWTheta	fImageGUIOutMode
fATheta	
Streamer	SetATheta
TGLAutoRotator	GetWDolly
operator=	SetWDolly
TGLAutoRotator	GetADolly
@~TGLAutoRotator	SetADolly
GetViewer	GetImageName
GetCamera	SetImageName
Start	GetImageCount
Stop	SetImageCount
Timeout	GetImageAutoSave
RotateScene	SetImageAutoSave
IsRunning	StartImageAutoSaveAnimatedGif
GetRotateScene	StartImageAutoSave
SetRotateScene	StopImageAutoSave
GetDeltaPhi	GetImageGUIBaseName
SetDeltaPhi	SetImageGUIBaseName
GetDt	GetImageGUIOutMode
SetDt	SetImageGUIOutMode
GetWPhi	StartImageAutoSaveWithGUISetting
SetWPhi	Class
GetWTheta	Class_Name
SetWTheta	IsA
GetATheta	