

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@[[@]	

TPolyLine3D
fN
fP
fOption
fLastPoint
fgIsA
TPolyLine3D
TPolyLine3D
TPolyLine3D
TPolyLine3D
TPolyLine3D
TPolyLine3D
operator=
@~TPolyLine3D
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
operator=
SetRotMatrix
FindClosestPhase
THelix
THelix
THelix
THelix
@~THelix
Copy
Draw
GetOption
Print
SavePrimitive
SetOption
SetAxis
SetAxis
SetRange
SetRange
SetHelix
Class
Class_Name
IsA
ShowMembers

TAttLine
fgIsA
fLineColor
fLineStyle
fLineWidth
Streamer
TAttLine
TAttLine
@~TAttLine
Copy
DistancetoLine
GetLineColor
GetLineStyle
GetLineWidth
Modify
ResetAttLine
SaveLineAttributes
SetLineAttributes