

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@[[@]	

TLine	
kLineNDC	fY1
kVertical	fX2
kHorizontal	fY2
fgIsA	
fX1	
TLine	SetHorizontal
TLine	SetVertical
TLine	SetX1
@~TLine	SetX2
Copy	SetY1
DistancetoPrimitive	SetY2
DrawLine	GetBBox
DrawLineNDC	GetBBoxCenter
ExecuteEvent	SetBBoxCenter
GetX1	SetBBoxCenterX
GetX2	SetBBoxCenterY
GetY1	SetBBoxX1
GetY2	SetBBoxX2
IsHorizontal	SetBBoxY1
IsVertical	SetBBoxY2
Is	Class
Paint	Class_Name
PaintLine	IsA
PaintLineNDC	ShowMembers
Print	Streamer
SavePrimitive	
SetNDC	

TAttLine	
fgIsA	fLineWidth
fLineColor	
fLineStyle	
Streamer	SetLineAttributes
TAttLine	SetLineColor
TAttLine	SetLineColorAlpha
@~TAttLine	SetLineStyle
Copy	SetLineWidth
DistancetoLine	Class
GetLineColor	Class_Name
GetLineStyle	IsA
GetLineWidth	ShowMembers
Modify	StreamerNVirtual
ResetAttLine	
SaveLineAttributes	

TAttBBox2D	
fgIsA	
Streamer	SetBBoxY1
@~TAttBBox2D	SetBBoxY2
GetBBox	Class
GetBBoxCenter	Class_Name
SetBBoxCenter	IsA
SetBBoxCenterX	ShowMembers
SetBBoxCenterY	StreamerNVirtual
SetBBoxX1	operator=
SetBBoxX2	