

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@[[@]	

TMarker
kMarkerNDC
fgIsA
fX
fY
Streamer
TMarker
TMarker
TMarker
@~TMarker
Copy
DistancetoPrimitive
Draw
DrawMarker
ExecuteEvent
GetX
GetY
Is
Paint
PaintMarker
PaintMarkerNDC
Print
SavePrimitive
SetNDC
SetX
SetY
GetBBox
GetBBoxCenter
SetBBoxCenter
SetBBoxCenterX
SetBBoxCenterY
SetBBoxX1
SetBBoxX2
SetBBoxY1
SetBBoxY2
DisplayMarkerTypes
Class
Class_Name
IsA
ShowMembers

TAttMarker
fgIsA
fMarkerColor
fMarkerStyle
fMarkerSize
Streamer
TAttMarker
TAttMarker
@~TAttMarker
Copy
GetMarkerColor
GetMarkerStyle
GetMarkerSize
Modify
ResetAttMarker
SaveMarkerAttributes
SetMarkerAttributes
SetMarkerColor
SetMarkerColorAlpha