

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@[[@]	

TPolyLine	
fN	fOption
fLastPoint	kPolyLineNDC
fX	fgIsA
fY	
operator=	Paint
TPolyLine	PaintPolyLine
TPolyLine	PaintPolyLineNDC
TPolyLine	Print
TPolyLine	SavePrimitive
TPolyLine	SetNDC
@~TPolyLine	SetNextPoint
Copy	SetOption
DistancetoPrimitive	SetPoint
Draw	SetPolyLine
DrawPolyLine	SetPolyLine
ExecuteEvent	SetPolyLine
GetLastPoint	Size
GetN	Class
GetX	Class_Name
GetY	IsA
GetOption	ShowMembers
Is	
Merge	

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	

TAttFill	
fgIsA	fFillStyle
fFillColor	
Streamer	SetFillAttributes
TAttFill	SetFillColor
TAttFill	SetFillColorAlpha
@~TAttFill	SetFillStyle
Copy	Class
GetFillColor	Class_Name
GetFillStyle	IsA
IsTransparent	ShowMembers
Modify	StreamerNVirtual
ResetAttFill	
SaveFillAttributes	