

TObject		
fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fglsA
fgDtorOnly	kBitMask	
fgObjectStat	kSingleKey	
kIsOnHeap	kOverwrite	
@~TObject	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[[@]
AppendPad	InheritsFrom	SetBit
Browse	Inspect	SetBit
ClassName	IsFolder	ResetBit
Clear	IsEqual	TestBit
Clone	IsSortable	TestBits
Compare	IsOnHeap	InvertBit
Copy	IsZombie	Info
Delete	Notify	Warning
DistancetoPrimitives		Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRemove	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	ShowMembers
GetIconName	operator new@[[@]	

TNamed
fName
fTitle
fglsA
@~TNamed
TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

TVirtualGL		
flmp	fglsA	
@~TVirtualGL	ExitSelectionMode	TranslateGL
CreateGLWindow	GLLoadName	RunGLList
CreateContext	DrawFaceSet	NewProjectionView
DeleteContext	CreateGLLists	NewModelView
MakeCurrent	DeleteGLLists	PaintCone
SwapBuffers	DisableGL	PaintPolyLine
AddRotation	EnableGL	PaintPolyLine
BeginGLCmd	EndGLList	PaintGLPointsObject
ClearGL	EndGLCmd	PaintBrik
ClearColor	FlushGL	PaintXtru
ClearGLColor	FrontGLFace	SetLineAttr
ClearGLDepth	GetGL	UpdateMatrix
MatrixModeGL	GetGL	GetRootLight
NewMVGL	GetGL	SetRootLight
NewPRGL	GetGL	GetTrueColorMode
FrustumGL	GetGLError	SetTrueColorMode
GLLight	MultGLMatrix	TraverseGraph
LightModel	NewGLList	SelectObject
LightModel	NewGLModelView	MoveSelected
CullFaceGL	PaintGLPoints	EndMovement
ViewportGL	PolygonGLMode	Invalidate
MaterialIGL	PushGLMatrix	DrawSphere
MaterialIGL	PopGLMatrix	Instance
BeginGL	RotateGL	Class
EndGL	RotateGL	Class_Name
SetGLVertex	SetGLColor	IsA
SetGLVertex	SetGLColorIndex	ShowMembers
SetGLNormal	SetGLLineWidth	Streamer
PaintPolyMarker	SetGLPointSize	
DrawSelectionBox	SetStack	
EnterSelectionMode	ShadeGLModel	