

TObject			TVirtualHistPainter	THistPainter
fUniqueID	kIsReferenced	kZombie	fgPainter	fYbuf
fBits	kHasUUID	kBitMask	fgIsA	fNcuts
fgDtorOnly	kCannotPick	kSingleKey	@~TVirtualHistPainter	fCutsOpt[16]
fgObjectStat	kNoContextMenu	kOverwrite	DistancetoPrimitive	fCuts[16]
kCanDelete	kInvalidObject	kWriteDelete	DrawPanel	fStack
kMustCleanup	kIsOnHeap	fgIsA	ExecuteEvent	fgIsA
kObjInCanvas	kNotDeleted		FitPanel	fxbuf
@~TObject	GetOption	operator new	@~THistPainter	PaintInitH
MakeZombie	GetObjectInfo	operator new@[@]	THistPainter	PaintLego
DoError	GetTitle	operator delete	DefineColorLevels	PaintLegoAxis
TObject	HandleTimer	operator delete@[@]	DistancetoPrimitive	PaintPalette
TObject	Hash	operator delete	DrawPanel	PaintScatterPlot
operator=	InheritsFrom	operator delete@[@]	ExecuteEvent	PaintStat
AppendPad	InheritsFrom	SetBit	FitPanel	PaintStat2
Browse	Inspect	SetBit	GetContourList	PaintSurface
ClassName	IsFolder	ResetBit	GetObjectInfo	PaintTriangles
Clear	IsEqual	TestBit	GetStack	PaintTable
Clone	IsSortable	TestBits	IsInside	PaintText
Compare	IsOnHeap	InvertBit	IsInside	PaintTitle
Copy	IsZombie	Info	MakeChopt	PaintTF3
Delete	Notify	Warning	MakeCuts	ProcessMessage
DistancetoPrimitive	Is	Error	Paint	ProjectAitoff2xy
Draw	Paint	SysError	PaintArrows	ProjectMercator2xy
DrawClass	Pop	Fatal	PaintAxis	ProjectSinusoidal2xy
DrawClone	Print	AbstractMethod	PaintBar	ProjectParabolic2xy
Dump	Read	MayNotUse	PaintBarH	RecalculateRange
Execute	RecursiveRemove	GetDtorOnly	PaintBoxes	RecursiveRemove
Execute	SavePrimitive	SetDtorOnly	PaintColorLevels	SetHistogram
ExecuteEvent	SetDrawOption	GetObjectStat	PaintContour	SetStack
FindObject	SetUniqueID	SetObjectStat	PaintContourLine	TableInit
FindObject	UseCurrentStyle	Class	PaintErrors	GetBestFormat
GetDrawOption	Write	Class_Name	Paint2DErrors	Class
GetUniqueID	Write	IsA	PaintFrame	Class_Name
GetName	operator new	ShowMembers	PaintFunction	IsA
GetIconName	operator new@[@]		PaintHist	ShowMembers