TObject

fUniqueID
fBits
fgDtorOnly
fgObjectStat
kCanDelete
kMustCleanup
kObjInCanvas
kIsReferenced
kHasUUID
kCannotPick
kNoContextMenu
kInvalidObject
kIsOnHeap
kNotDeleted
kZombie
kBitMask
kSingleKey
kOverwrite
kWriteDelete
fgIsA

@~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**
DistancetoPrimitive	Is	**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
fgIsA

@~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

TSpline

fDelta
fXmin
fXmax
fNp
fKstep
fHistogram
fGraph
fNpx
fgIsA

@~TSpline
BuildCoeff
GetKnot
Draw
GetNpx
Paint
Eval
SaveAs
SetNpx
Class
Class_Name
IsA
ShowMembers
Streamer

TAttLine

fLineColor
fLineStyle
fLineWidth
fgIsA

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

TAttFill

fFillColor
fFillStyle
fgIsA

@~TAttFill
TAttFill
TAttFill
Copy
GetFillColor