

TObject			TNamed		TShape		TPolyLineShape	
fUniqueID	kIsReferenced	kZombie	fName	fNumber	fPointFlag	fWidthFactor		
fBits	kHasUUID	kBitMask	fTitle	fVisibility	fLineFlag	fHasDrawn		
fgDtorOnly	kCannotPick	kSingleKey	fglmA	fMaterial	fShapeType	fSmooth		
fgObjectStat	kNoContextMenu	kOverwrite		fglmA	fShape	fSizeX3D		
kCanDelete	kInvalidObject	kWriteDelete			fConnection	fglmA		
kMustCleanup	kIsOnHeap	fglmA						
kObjInCanvas	kNotDeleted							
@~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@[@]							

TAttLine	
fLineColor	
fLineStyle	
fLineWidth	
fglmA	

TAttMarker	
fMarkerColor	fglmA
fMarkerStyle	
fMarkerSize	
@~TAttMarker	
TAttMarker	
TAttMarker	
Copy	
DistancetoLine	
GetLineColor	
GetLineStyle	
GetLineWidth	
Modify	
ResetAttLine	
SaveLineAttributes	
SetLineAttributes	
SetLineColor	
SetLineStyle	
SetLineWidth	
Class	
Class_Name	
IsA	
ShowMembers	
Streamer	
StreamerNVirtual	

TAttFill	
ffillColor	
ffillStyle	
fglmA	
@~TAttFill	
TAttFill	