TObject

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

TGraph2D

fNpoints	fMargin
fNpx	fZout
fNpy	fFunctions
fMaxIter	fHistogram
fSize	fDirectory
fX	fPainter
fY	kUserHisto
fZ	fgIsA
fMinimum	
fMaximum	

@~TGraph2D	GetN
Build	GetX
TGraph2D	GetY
TGraph2D	GetZ
TGraph2D	GetXmax
TGraph2D	GetXmin
TGraph2D	GetYmax
TGraph2D	GetYmin
TGraph2D	GetZmax
TGraph2D	GetZmin
TGraph2D	Interpolate
operator=	Paint
DistancetoPrimitive	Project
Draw	RemovePoint
ExecuteEvent	SavePrimitive
FindObject	SetDirectory
FindObject	SetHistogram
Fit	SetMargin
Fit	SetMarginBinsContent
GetContourList	SetMaximum
GetDirectory	SetMinimum
GetNpx	SetMaxIter
GetNpy	SetName
GetHistogram	SetNpx
GetListOfFunctions	SetNpy
GetErrorX	SetPoint
GetErrorY	SetTitle
GetErrorZ	Class
GetMargin	Class_Name
GetXaxis	IsA
GetYaxis	ShowMembers
GetZaxis	

TAttLine

fLineColor	fgIsA
fLineStyle	
fLineWidth	

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