

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
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@[@]	

TPolyLine
fN
fLastPoint
fX
fY
fOption
fglsA
@~TPolyLine
TPolyLine
TPolyLine
TPolyLine
TPolyLine
TPolyLine
Copy
DistancetoPrimitive
Draw
DrawPolyLine
ExecuteEvent
GetLastPoint
GetN
GetX
GetY
GetOption
Is
Merge
Paint
PaintPolyLine
PaintPolyLineNDC
Print
SavePrimitive
SetNextPoint
SetOption
SetPoint
SetPolyLine
SetPolyLine
SetPolyLine
Size
Class
Class_Name
IsA
ShowMembers
Streamer

TCurlyLine
fX1
fY1
fX2
fY2
fWaveLength
fAmplitude
fNsteps
fIsCurly
kTooShort
fglsA
@~TCurlyLine
TCurlyLine
TCurlyLine
Build
DistancetoPrimitive
ExecuteEvent
GetCurly
GetWaveLength
GetAmplitude
GetStartX
GetEndX
GetStartY
GetEndY
SetCurly
SetWavy
SetWaveLength
SetAmplitude
SetStartPoint
SetEndPoint
SavePrimitive
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TAttLine
fLineColor
fLineStyle
fLineWidth
fglsA
@~TAttLine
TAttLine
TAttLine
Copy
DistancetoLine
GetLineColor
GetLineStyle
GetLineWidth
Modify
ResetAttLine
SaveLineAttributes