

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@[[@]	

TLine
fx1
fy1
fx2
fy2
kLineNDC
fglsA
@~TLine
TLine
TLine
TLine
Copy
DistancetoPrimitive
DrawLine
DrawLineNDC
ExecuteEvent
GetX1
GetX2
GetY1
GetY2
Is
Paint
PaintLine
PaintLineNDC
Print
SavePrimitive
SetX1
SetX2
SetY1
SetY2
Class
Class_Name
IsA
ShowMembers
Streamer

TArrow
fAngle
fArrowSize
fOption
fglsA
@~TArrow
TArrow
TArrow
TArrow
Copy
Draw
DrawArrow
GetAngle
GetArrowSize
GetOption
Paint
PaintArrow
SavePrimitive
SetAngle
SetArrowSize
SetOption
Class
Class_Name
IsA
ShowMembers
Streamer

TAttFill
fFillColor
fFillStyle
fglsA
@~TAttFill
TAttFill
TAttFill
Copy
GetFillColor
GetFillStyle
IsTransparent
Modify
ResetAttFill
SaveFillAttributes
SetFillAttributes
SetFillColor
SetFillStyle
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

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