

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~TObject	GetObjectInfo	operator new@[@]
MakeZombie	GetTitle	operator delete
DoError	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
TObject	InheritsFrom	operator delete@[@]
operator=	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistancetoPrimitive	Paint	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRemove	Obsolete
Execute	SaveAs	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@[@]	
GetOption	operator new	

TBox
fTip
fX1
fY1
fX2
fY2
fResizing
kCannotMove
fgIsA
@~TBox
TBox
TBox
TBox
operator=
Copy
DistancetoPrimitive
Draw
DrawBox
ExecuteEvent
IsBeingResized
GetX1
GetX2
GetY1
GetY2
HideToolTip
IsInside
Is
Paint
PaintBox
Print
SavePrimitive
SetX1
SetX2
SetY1
SetY2
SetToolTipText
Class
Class_Name
IsA
ShowMembers

TKDNodeInfo::TKDNodeDraw
fCOG
fNode
fgIsA
@~TKDNodeDraw
TKDNodeDraw
Draw
Print
SetNode
TKDNodeDraw
operator=
Class
Class_Name
IsA
ShowMembers

TAttLine
fLineColor
fLineStyle
fLineWidth
fgIsA
@~TAttLine
TAttLine
TAttLine
Copy
DistancetoLine
GetLineColor
GetLineStyle
GetLineWidth
Modify
ResetAttLine
SaveLineAttributes
SetLineAttributes
SetLineColor
SetLineStyle