

| 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@[@] | |

| StDraw3D | |
|----------------|--------------------|
| fgDraw_3d_init | fgColorDefault |
| fStyles | fgStyDefault |
| fPad | fgSizDefault |
| fBkColor | fgBkColor |
| fViewer | fDrawCanvasCounter |
| fView | fgIsA |
| fDetectorName | |
| fMaster | |
| @~StDraw3D | Point |
| InitPad | Point |
| SetMaster | Line |
| InitViewer | Line |
| Redraw | Joint |
| StDraw3D | SetModel |
| AddStyle | SetComment |
| Pad | AddComment |
| Viewer | Update |
| Clear | Modified |
| Draw | Draw3DTest |
| DetectorNames | ShowTest |
| SetDetectors | Class |
| AddDetectors | Class_Name |
| Draw | IsA |
| Style | ShowMembers |
| SetBkColor | Streamer |
| Draw3D | StreamerNVirtual |
| Points | |
| Points | |