TObject

fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fgIsA
fgDtorOnly	kBitMask	
fgObjectStat	kSingleKey	
kIsOnHeap	kOverwrite	

MakeZombie	GetOption	operator new
DoError	GetObjectInfo	operator new[]
TObject	GetTitle	operator delete
TObject	HandleTimer	operator delete[]
operator=	Hash	SetBit
AppendPad	InheritsFrom	SetBit
Browse	InheritsFrom	ResetBit
ClassName	Inspect	TestBit
Clear	IsFolder	TestBits
Clone	IsEqual	InvertBit
Compare	IsSortable	Info
Copy	IsOnHeap	Warning
Delete	IsZombie	Error
DistancetoPrimitive	Notify	SysError
Draw	Is	Fatal
DrawClass	Paint	AbstractMethod
DrawClone	Pop	MayNotUse
Dump	Print	GetDtorOnly
Execute	Read	SetDtorOnly
Execute	RecursiveRemove	GetObjectStat
ExecuteEvent	SavePrimitive	SetObjectStat
FindObject	SetDrawOption	Class
FindObject	SetUniqueID	Class_Name
GetDrawOption	UseCurrentStyle	IsA
GetUniqueID	Write	ShowMembers
GetName	operator new	Streamer
GetIconName	operator new[]	

TMarker

fX
fY
kMarkerNDC
fgIsA

TMarker
TMarker
TMarker
Copy
DistancetoPrimitive
Draw
DrawMarker
ExecuteEvent
GetX
GetY
Is
Paint
PaintMarker
PaintMarkerNDC
Print
SavePrimitive
SetNDC
SetX
SetY
DisplayMarkerTypes
Class
Class_Name
IsA
ShowMembers
Streamer

TAttMarker

fMarkerColor
fMarkerStyle
fMarkerSize
fgIsA

TAttMarker
TAttMarker
Copy
GetMarkerColor
GetMarkerStyle
GetMarkerSize
Modify
ResetAttMarker
SaveMarkerAttributes
SetMarkerAttributes
SetMarkerColor
SetMarkerStyle
SetMarkerSize
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual