TObject

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

MakeZombie	Is
TObject	Modified
TObject	Paint
operator=	Pop
AppendPad	Print
Browse	Read
ClassName	RecursiveRemove
Clear	SavePrimitive
Clone	SetDrawOption
Close	SetUniqueID
Compare	Sizeof3D
Copy	UseCurrentStyle
Delete	Write
DistancetoPrimitive	operator new
Draw	operator new
DrawClass	operator delete
DrawClone	SetBit
Dump	SetBit
Execute	ResetBit
Execute	TestBit
ExecuteEvent	InvertBit
GetDrawOption	Warning
GetUniqueID	Error
GetName	SysError
GetIconName	Fatal
GetOption	AbstractMethod
GetObjectInfo	MayNotUse
GetTitle	DecreaseDirLevel
HandleTimer	GetDtorOnly
Hash	SetDtorOnly
InheritsFrom	GetDirLevel
InheritsFrom	SetDirLevel
Inspect	GetObjectStat
IsFolder	SetObjectStat
IsEqual	IncreaseDirLevel
IsSortable	IndentLevel
IsModified	Class
IsOnHeap	IsA
IsZombie	ShowMembers
Is3D	

TView

fSystem	fX2[3]
fLatitude	fY1[3]
fLongitude	fY2[3]
fPsi	fZ1[3]
fTN[12]	fZ2[3]
fTB[12]	fOutline
fRmax[3]	fDefaultOutline
fRmin[3]	fAutoRange
fTnorm[12]	fgIsA
fTback[12]	
fX1[3]	

ResetView	FindNormal
TView	FindPhiSectors
TView	FindThetaSectors
TView	NormalWCtoNDC
AxisVertex	PadRange
DefineViewDirection	SetAutoRange
ExecuteEvent	SetAxisNDC
ExecuteRotateView	SetLatitude
FindScope	SetLongitude
GetDistancetoAxis	SetPsi
GetAutoRange	SetOutlineToCube
GetLatitude	SetRange
GetLongitude	SetRange
GetPsi	SetSystem
GetRange	SetView
GetRmax	WCtoNDC
GetRmin	Class
GetOutline	IsA
GetTN	ShowMembers
GetTnorm	Streamer
GetSystem	