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**	

DR3

fCoordinate
fgIsA

@~DR3
copy
DR3
DR3
DR3
Print
Length
InnerProduct
operator()
operator()
operator-=
operator+=
operator/=
operator*=
operator=
operator*
operator/
operator+
operator-
ComputeWithSlopeAndDistance
Convert2DoubleArray
SetDifference
SetScale
SetBias
SetValue
SetValue
SetValue
SetValue
Zero
Class
Class_Name
IsA
ShowMembers