	TObject	
fUniqueID	klsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	klnvalidObject	kWriteDelete
kMustCleanup	klsOnHeap	fglsA
kObjlnCanvas	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
Сору	Notify	Warning
Delete	ls	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	

	TPolyLine3D
	fN
	fP
	fOption
	fLastPoint
	fglsA
	@~TPolyLine3D
	TPolyLine3D
	TPolyLine3D
1	TPolyLine3D
	TPolyLine3D
1	TPolyLine3D
	TPolyLine3D
	TPolyLine3D
	operator= Copy
	DistancetoPrimitive
	Draw
	DrawPolyLine
	ExecuteEvent
	GetLastPoint
	GetN
	GetP
	GetOption
	ls
	Merge Paint
	Print
	SavePrimitive
	SetNextPoint
	SetOption
	SetPoint

SetPolyLine

SetPolyLine

SetPolyLine

DrawOutlineCube

ShowMembers

Size

Class Class_Name

IsA

THelix
fX0
fY0
fZ0
fVt
fPhi0
fVz
fW
fAxis[3]
fRotMat
fRange[2]
fgMinNSeg
fglsA
@~THelix
operator=
SetRotMatrix
FindClosestPhase
THelix
THelix
THelix
THelix
Сору
Draw
GetOption
Print
SavePrimitive
SetOption
SetAxis
SetAxis
SetRange
SetRange
SetHelix Class
UIdSS

Class_Name

ShowMembers

IsA

NcHelix
fB
fTofmax
fRefresh
fMstyle
fMsize
fMcol
fEnduse
fCurves
fExt
fglsA
@~NcHelix
NcHelix
NcHelix
SetB
GetB
SetTofmax
GetTofmax

fEnd fCur fExt fgls/ NcH NcH **Display Display Display** Refresh **Extrapolate MakeCurve** SetMarker **UseEndPoint** Class Class_Name IsA **ShowMembers**

TAttLine fLineColor fLineStyle fLineWidth fglsA @~TAttLine **TAttLine TAttLine** Copy DistancetoLine **GetLineColor** GetLineStyle GetLineWidth Modify ResetAttLine

SaveLineAttributes **SetLineAttributes**