TObject

fUniqueID
fBits
fgDtorOnly
fgObjectStat
kCanDelete
kMustCleanup
kObjInCanvas
kIsReferenced
kHasUUID
kCannotPick
kNoContextMenu
kInvalidObject
kIsOnHeap
kNotDeleted
kZombie
kBitMask
kSingleKey
kOverwrite
kWriteDelete
fgIsA

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

DCut

fc
fPlaneNumber
fSeedPulseHeightToNoise
fNeighbourPulseHeightToNoise
fMaximalNoise
fMinimalNoise
fStripsInClusterArea
fStripsInClusterMin
fStripsInClusterMax
fClusterLimit
fClusterLimitRadius
fDebugCut
fgIsA

@~DCut
SetDebug
GetDebug
DCut
DCut
GetSeedPulseHeightToNoise
GetNeighbourPulseHeightToNoise
GetMaximalNoise
GetMinimalNoise
GetStripsInClusterArea
GetStripsInClusterMin
GetStripsInClusterMax
GetClusterLimit
GetClusterLimitRadius
SetSeedPulseHeightToNoise
SetNeighbourPulseHeightToNoise
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual