

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	

DAlign		
fDebugAlign	fpfxAlignPosVV	fAlignSum_dv
fPlaneNumber	fEnoughU	fAlignSum_dvdv
fAlignCanvas	fEnoughV	fAlignSum_dvt
fpfxAlignCanvas	fEnough2D	fAlignSum_ut
fAlign3DCanvas	fNumberOfEvents	fAlignSum_utut
fhAlignDU	fBound	fAlignCountv
fhAlignDV	fBoundU	fAlignSum_uvt2
fhAlignDVdu	fBoundV	fAlignSum_dvuduv
fhAlignPosUV	fLimitsU[2]	fAlignCount2D
fhAlignPosVU	fLimitsV[2]	fAlignTiltW
fhAlignPosUU	fAlignResolutionU	fAlignOffsetU
fhAlignPosVV	fAlignMeanU	fAlignOffsetV
fhAlignUU	fAlignResolutionV	fAlignTiltWError
fhAlignVV	fAlignMeanV	fAlignOffsetVError
fhAlignPosUUU	fAlignSum_du	fAlignOffsetVError
fhAlignPosVUU	fAlignSum_dudu	fAlignCorrelation
fpfxAlignPosUV	fAlignSum_dut	fAlignOffset
fpfxCorrectedAlignPosUV	fAlignSum_vt	fgIsA
fpfxAlignPosVU	fAlignSum_vtvt	
fpfxAlignPosUU	fAlignCountu	
@~DAlign	Modified	SetBoundings
DAlign	GetCounts	SetGeoLimits
DAlign	GetBounding	SetEvents
SetDebug	GetBoundingU	EnoughU
GetDebug	GetBoundingV	EnoughV
AccumulateU	ShowCorrection	Enough2D
AccumulateV	ShowStoredResolution	GetHistUV
Accumulate2D	CreateDisplay	GetHistVU
GetOffsetU	GetDisplay	Class
GetOffsetV	SaveDisplay	Class_Name
GetTiltW	StoreU	IsA
GetResolutionU	StoreV	ShowMembers
GetMeanU	Store2D	Streamer
GetResolutionV	Display	StreamerNVirtual
GetMeanV	Display	
GetOffset	SetBounding	