

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	

NcAttribObj
fgIsA
@~NcAttribObj
NcAttribObj
NcAttribObj
NcAttribObj
Clone
Class
Class_Name
IsA
ShowMembers
Streamer

NcAttrib
fGains
fOffsets
fCalFlags
fNames
fCalFuncs
fDecalFuncs
fgIsA
@~NcAttrib
NcAttrib
NcAttrib
GetNgains
GetNoffsets
GetNcalFlags
GetNnames
SetGain
SetGain
GetGain
GetGain
SetOffset
SetOffset
GetOffset
GetOffset
GetGainFlag
GetGainFlag
GetOffsetFlag
GetOffsetFlag
GetCalWord
GetCalWord
ResetGain
ResetGain
ResetOffset
ResetOffset
DeleteCalibrations
SetDead
SetDead
SetAlive
SetAlive
GetDeadValue
GetDeadValue
Lock
Lock
Unlock
Unlock
GetLockValue
GetLockValue
SetEdgeOn
SetEdgeOn
SetEdgeOff
SetEdgeOff
IncreaseEdgeValue
IncreaseEdgeValue
DecreaseEdgeValue
DecreaseEdgeValue
SetEdgeValue