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**	

TNamed

fName
fTitle
fgIsA

@~TNamed
TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

NcSignal

fDevset	**fLinks**
fSignals	**fDevice**
fDsignals	**fTracks**
fSigflags	**fgIsA**
fWaveforms	
fSamples	

@~NcSignal	**ResetSample**
NcSignal	**DeleteSample**
NcSignal	**DeleteSample**
Clone	**GetNlinks**
SetSignal	**GetNlinks**
SetSignal	**SetLink**
AddSignal	**SetLink**
AddSignal	**AddLink**
GetSignal	**AddLink**
GetSignal	**GetLink**
SetSignalError	**GetLink**
SetSignalError	**GetIndices**
GetSignalError	**GetIndices**
GetSignalError	**GetIndices**
ResetSignals	**GetIndices**
DeleteSignals	**ResetLink**
Reset	**ResetLink**
Data	**ResetLinks**
List	**ResetLinks**
List	**SetSwapMode**
ListWaveform	**GetSwapMode**
ListSample	**GetDevice**
ListTrack	**AddTrack**
GetNvalues	**RemoveTrack**
GetNerrors	**RemoveTracks**
GetNslots	**GetNtracks**
GetNwaveforms	**GetTrack**
SetWaveform	**GetIdTrack**
GetWaveform	**GetSignalFlag**
GetWaveform	**GetSignalFlag**
GetWaveformIndex	**GetErrorFlag**
ResetWaveform	**GetErrorFlag**
ResetWaveform	**SetDevice**
DeleteWaveform	**SetSigFlags**
DeleteWaveform	Class
GetNsamples	Class_Name
SetSample	IsA
GetSample	ShowMembers
GetSample	Streamer
GetSampleIndex	
ResetSample	

NcDevice

fStatus	**fMarkers**
fHitCopy	**fgIsA**
fHits	
fOrdered	

@~NcDevice	**Reset**
NcDevice	**ShowHit**
NcDevice	**Data**
Clone	**GetExtremes**
SetOwner	**GetExtremes**
SetStatus	**SortHits**
GetStatus	**SortHits**
SetHitCopy	**DisplayHits**
GetHitCopy	**DisplayHits**
AddHit	**SumSignals**
AddHit	**SumSignals**
RemoveHit	**SlideWindow**
RemoveHit	**GetHitPath**
RemoveHits	**GetCOG**
GetNhits	**GetCVAL**
GetNhits	**Class**
GetHit	**Class_Name**
GetHit	**IsA**
GetIdHit	**ShowMembers**
GetHits	**Streamer**
GetHits	

NcPosition

fScale	**fgIsA**
fTstamp	

@~NcPosition	**SetPositionErrors**
NcPosition	**GetPositionErrors**
NcPosition	**ResetPosition**
SetPosition	**SetUnitScale**
SetPosition	**GetUnitScale**
GetPosition	**SetTimestamp**
SetPosition	**GetTimestamp**
GetPosition	**RemoveTimestamp**