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

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

NcTransform

fProc
fN
fReIn
fImIn
fReOut
fImOut
fSample
fgIsA

@~NcTransform
NcTransform
NcTransform
Clone
SetSamplingFrequency
GetSamplingFrequency
Load
Load
Load
Load
Load
Load
LoadResult
Fourier
Hartley
Cosine
Sine
GetN
GetData
Reset
Class
Class_Name
IsA
ShowMembers
Streamer