

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~TObject	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[@]
AppendPad	InheritsFrom	SetBit
Browse	Inspect	SetBit
ClassName	IsFolder	ResetBit
Clear	IsEqual	TestBit
Clone	IsSortable	TestBits
Compare	IsOnHeap	InvertBit
Copy	IsZombie	Info
Delete	Notify	Warning
DistancetoPrimitive	Is	Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRemove	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@[@]	

TVirtualFFT
fgFFT
fgDefault
fgIsA
@~TVirtualFFT
GetN
GetNdim
GetType
GetSign
GetTransformFlag
Init
IsInplace
GetPoints
GetPointReal
GetPointReal
GetPointComplex
GetPointComplex
GetPointsReal
GetPointsComplex
GetPointsComplex
SetPoint
SetPoint
SetPoints
SetPointComplex
SetPointsComplex
Transform
FFT
SineCosine
GetCurrentTransform
SetTransform
GetDefaultFFT
SetDefaultFFT
Class
Class_Name
IsA
ShowMembers
Streamer

TFFTComplex	
fln	fn
fOut	fSign
fPlan	fFlags
fNdim	fgIsA
fTotalSize	
@~TFFTComplex	GetPointComplex
MapFlag	GetPointsReal
TFFTComplex	GetPointsComplex
TFFTComplex	GetPointsComplex
TFFTComplex	SetPoint
Init	SetPoint
GetN	SetPoints
GetNdim	SetPointComplex
GetSize	SetPointsComplex
GetType	Transform
GetSign	Class
GetTransformFlag	Class_Name
IsInplace	IsA
GetPoints	ShowMembers
GetPointReal	Streamer
GetPointReal	StreamerNVirtual
GetPointComplex	