

TObject		
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	fUniqueID
kIsReferenced	kZombie	fBits
kHasUUID	kBitMask	
Streamer	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[[@]
@~TObject	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	
GetIconName	operator new@[[@]	

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

TSpectrum	
fgAverageWindow	kBackSmoothing11
fgIterations	kBackSmoothing13
kBackOrder2	kBackSmoothing15
kBackOrder4	fgIsA
kBackOrder6	fMaxPeaks
kBackOrder8	fNPeaks
kBackIncreasingWindow	fPosition
kBackDecreasingWindow	fPositionX
kBackSmoothing3	fPositionY
kBackSmoothing5	fResolution
kBackSmoothing7	fHistogram
kBackSmoothing9	
Streamer	SetResolution
TSpectrum	Background
operator=	SmoothMarkov
TSpectrum	Deconvolution
TSpectrum	DeconvolutionRL
@~TSpectrum	Unfolding
Background	SearchHighRes
GetHistogram	Search1HighRes
GetNPeaks	StaticSearch
GetPositionX	StaticBackground
GetPositionY	Class
Print	Class_Name
Search	IsA
SetAverageWindow	
SetDeconIterations	