

| 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            |

| TFFTReal         |                  |
|------------------|------------------|
| fIn              | fN               |
| fOut             | fKind            |
| fPlan            | fFlags           |
| fNdim            | fgIsA            |
| fTotalSize       |                  |
| @~TFFTReal       | GetPointComplex  |
| MapOptions       | GetPointsReal    |
| MapFlag          | GetPointsComplex |
| TFFTReal         | GetPointsComplex |
| TFFTReal         | SetPoint         |
| TFFTReal         | SetPoint         |
| Init             | SetPoints        |
| GetSize          | SetPointComplex  |
| GetN             | SetPointsComplex |
| GetNdim          | Transform        |
| GetType          | Class            |
| GetSign          | Class_Name       |
| GetTransformFlag | IsA              |
| IsInplace        | ShowMembers      |
| GetPoints        | Streamer         |
| GetPointReal     | StreamerNVirtual |
| GetPointReal     |                  |
| GetPointComplex  |                  |