

Object		
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
DistancetoPrimitives		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@[@]	

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	

T49Cut	
fVerbose	
fgIsA	
@~T49Cut	
T49Cut	
T49Cut	
Reset	
PrintCutList	
PrintStatistics	
SetStandardCuts	
SetVerbose	
Class	
Class_Name	
IsA	
ShowMembers	
Streamer	
StreamerNVirtual	

T49CutEvent	
fnumevent	fMaxVertexY
fnumgoodevent	fFlagVertexZ
fFlagVertexIflag	fnVertexZ
fnVertexIflag	fMinVertexZ
fMinVertexIflag	fMaxVertexZ
fMaxVertexIflag	fFlagEVeto
fn1VertexIflag	fnEVeto
fn2VertexIflag	fMinEVeto
fn3VertexIflag	fMaxEVeto
fFlagVertexX	fFlagMult
fnVertexX	fnMult
fMinVertexX	fMinMult
fMaxVertexX	fMaxMult
fFlagVertexY	fgIsA
fnVertexY	
fMinVertexY	
@~T49CutEvent	SetEVeto
T49CutEvent	SetMult
T49CutEvent	SetVertexIflagCutOff
Reset	SetVertexXCutOff
SetStandardCutsPP	SetVertexYCutOff
SetStandardCutsPP	SetVertexZCutOff
SetStandardCutsPP	SetEVetoCutOff
SetStandardCutsPP	SetMultCutOff
CheckEvent	Class
GetCutList	Class_Name
PrintCutList	IsA
SetVertexIflag	ShowMembers
SetVertexX	Streamer
SetVertexY	StreamerNVirtual
SetVertexZ	