

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~TObject	GetObjectInfo	operator new@[@]
MakeZombie	GetTitle	operator delete
DoError	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
TObject	InheritsFrom	operator delete@[@]
operator=	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	GetDtorOnly
Execute	SaveAs	SetDtorOnly
Execute	SavePrimitive	GetObjectStat
ExecuteEvent	SetDrawOption	SetObjectStat
FindObject	SetUniqueID	Class
FindObject	UseCurrentStyle	Class_Name
GetDrawOption	Write	IsA
GetUniqueID	Write	ShowMembers
GetName	operator new	
GetIconName	operator new@[@]	
GetOption	operator new	

DIGCluster
fNpixels
fPixelMap
fDigitalChargeMap
Xposition_CoG
Yposition_CoG
fSeedPixelIndex
fgIsA
@~DIGCluster
DIGCluster
DIGCluster
Clear
PrintInfo
GetNpixels
GetPixelMap
GetDigitalCharge
AddPixel
GetTotalCharge
Get1stCrownCharge
Get2ndCrownCharge
Get4NeighboursCharge
GetMultiplicity
GetXposition_CoG
GetYposition_CoG
SetXposition_CoG
SetYposition_CoG
Compute_CoG
Compute_SeedPixel
GetSeedPixelIndex
SetSeedPixelIndex
GetXYPixelNumber
IsPixelInThePlane
Get4NeighboursPixelsIndex
Get1stCrownPixelsIndex
Get2ndCrownPixelsIndex
Class
Class_Name
IsA
ShowMembers
Streamer