

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	

DIGPlane	
fPitchX	fSegmentSize
fPitchY	fMaximumSegmentSize
fXdimension	fMaximumChargePerSegment
fYdimension	fDiffusionMaximumRangeInX
fZdimension	fDiffusionMaximumRangeInY
fNpixelsX	fReflexionCoefficient
fNpixelsY	fBasicModel_SigmaTenMicrons
fNoiseElectrons	fgIsA
fTemperature	
fIonizationEnergy	
@~DIGPlane	GetNpixelsX
DIGPlane	GetNpixelsY
SetDimensions	GetNoiseElectrons
SetPitch	GetTemperature
SetNpixels	GetIonizationEnergy
SetNoiseElectrons	GetSegmentSize
SetTemperature	GetMaximumSegmentSize
SetIonizationEnergy	GetMaximumChargePerSegment
SetSegmentSize	GetDiffusionMaximumRangeInX
SetMaximumSegmentSize	GetDiffusionMaximumRangeInY
SetMaximumChargePerSegment	GetReflexionCoefficient
SetDiffusionMaximumRangeInX	GetBasicModel_SigmaTenMicrons
SetReflexionCoefficient	Class
SetBasicModel_SigmaTenMicrons	Class_Name
PrintInfo	IsA
GetPitchX	ShowMembers
GetPitchY	Streamer
GetXdimension	StreamerNVirtual
GetYdimension	
GetZdimension	