

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	

TreeSearch::Road

fPatterns	fChi2
fHits	fV[3]
fPoints	fDof
fFitCoord	fGood
fTempCoord	fTrack
fProjection	fBuild
fCornerX[5]	fGrown
fZL	fNfits
fZU	fgIsA
fPos	
fSlope	
@~Road	Intersect
Road	IsGood
Road	IsInFrontRange
Road	IsSortable
Road	IsVoid
Road	Print
operator=	SetGrow
Add	SetTrack
ClearGrow	Void
Compare	CollectCoordinates
Finish	GetCoordinate
Fit	GetCoordinate1
GetChi2	GetNCoordinates
GetHits	IsSame
GetPoints	CheckMatch
GetPos	IsInBackRange
GetPos	IsInRange
GetPosErrsq	CopyPointData
GetProjection	Class
GetSlope	Class_Name
GetTrack	IsA
HasGrown	ShowMembers
Include	