

**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	

**theoptics**

fsievex  
 fsievey  
 fsievexp  
 fsieveyp  
 fbendx  
 fbendy  
 fcharge  
 fvzflag  
 fbend\_theta  
 ftheta\_elastic  
 fsieve\_flag  
 fsieve\_flag2  
 feloss  
 fgIsA

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@~theoptics  
 theoptics  
 Geteloss  
 Getsievex  
 Getsievey  
 Getsievexp  
 Getsieveyp  
 Getbendx  
 Getbendy  
 Getcharge  
 Getvzflag  
 Getbend\_theta  
 Gettheta\_elastic  
 Getsieve\_flag  
 Getsieve\_flag2  
 Class  
 Class\_Name  
 IsA  
 ShowMembers  
 Streamer  
 StreamerNVirtual