TObject

Fields:

fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	

Methods:

@~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
DistancetoPrimitive	Is	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

Fields:

fName
fTitle
fgIsA

Methods:

@~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

TRandom

Fields:

fSeed
fgIsA

Methods:

@~TRandom
TRandom
Binomial
BreitWigner
Exp
Gaus
GetSeed
Integer
Landau
Poisson
PoissonD
Rannor
Rannor
ReadRandom
SetSeed
Rndm
RndmArray
RndmArray
Sphere
Uniform
Uniform
WriteRandom
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TRandom3

Fields:

fMt[624]
fCount624
fgIsA

Methods:

@~TRandom3
TRandom3
Rndm
RndmArray
RndmArray
SetSeed
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual