

## TObject

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

  

@~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@[@]	

## TRolke

fCL  
fUpperLimit  
fLowerLimit  
fSwitch  
fgIsA

  

@~TRolke  
Interval  
Likelihood  
EvalLikeMod1  
LikeMod1  
ProfLikeMod1  
LikeGradMod1  
EvalLikeMod2  
LikeMod2  
EvalLikeMod3  
LikeMod3  
EvalLikeMod4  
LikeMod4  
EvalLikeMod5  
LikeMod5  
EvalLikeMod6  
LikeMod6  
EvalLikeMod7  
LikeMod7  
EvalPolynomial  
EvalMonomial  
TRolke  
CalculateInterval  
GetUpperLimit  
GetLowerLimit  
GetSwitch  
SetSwitch  
GetCL  
SetCL  
Class  
Class\_Name  
IsA  
ShowMembers  
Streamer  
StreamerNVirtual