

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@[@]	

OADBHeader

fXYStep	fPosZ
fOpticsRadius	fNumAngles
fFirstLensBottom	fAngles
fFirstLensTop	fNumWavelengths
fSecondLensBottom	fWavelengths
fSecondLensTop	fNumRows
fEntranceDiscRadius	fNumCols
fEntranceZ	fgIsA
fExitZ	
@~OADBHeader	GetNumPos
OADBHeader	SetXYStep
Copy	SetOpticsRadius
GetX	SetEntranceDiscRadius
GetY	SetFirstLensTop
GetXYStep	SetFirstLensBottom
GetOpticsRadius	SetSecondLensTop
GetEntranceDiscRadius	SetSecondLensBottom
GetFirstLensBottom	SetEntranceZ
GetFirstLensTop	SetExitZ
GetSecondLensBottom	SetPosZ
GetSecondLensTop	SetNumAngles
GetEntranceZ	SetAngle
GetExitZ	SetNumWavelengths
GetPosZ	SetWavelength
GetNumAngles	SetNumRows
GetAngle	SetNumCols
GetAngles	Class
GetNumWavelengths	Class_Name
GetWavelength	IsA
GetWavelengths	ShowMembers
GetNumRows	Streamer
GetRows	StreamerNVirtual
GetNumCols	