

Object

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	

TS800CrdcCalc

InterpSnap[2]	method
fCon	badpads
parent	badpad[30]
pad	badList[224]
fInterpGaus	saturationFlat
fInterpPoly	name
fInterpSnap	b_maxpad
fInterpSpline3	b_padmax
fSatFlat	b_padsum
maxpad	b_padDist
padmax	b_x_gravity
padsum	b_x_fit
padDist	b_x_chi2
x_gravity	fChain
x_fit	fCurrent
x_chi2	fgIsA
gravity_width	
fit_width	
@~TS800CrdcCalc	InitTree
TS800CrdcCalc	SetBadPad
TS800CrdcCalc	UseInterpolation
CalculateFit	Class
CalculateGravity	Class_Name
Clear	IsA
ClearBadList	ShowMembers
Copy	Streamer
GetEntry	
InitClass	