

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	

TPeakFit	
mPeakVar	mFitMin
mWidVar	mFitMax
mMinArea	mChi
mMaxArea	mNDF
mMinAssym	mNP
mMaxAssym	mNF
mBackVar	mHist
mAssym	mSum
mSameWid	mBack
mBackMode	mFunctions
mBackDegree	fgIsA
mMaxBackDegree	
@~TPeakFit	setXmax
TPeakFit	getPeakVar
fit	getWidthVar
fitBack	getMinArea
draw	getMaxArea
print	getMinAssym
removeAll	getMaxAssym
setBackground	getXmin
addPeak	getXmax
setHist	getBack
setPeakVar	getPeak
setWidthVar	getChiSqr
setMinArea	getNDF
setMaxArea	getBackDegree
setMinAssym	getBackVar
setMaxAssym	Class
setAssymOnOff	Class_Name
setSameWidth	IsA
setBackDegree	ShowMembers
setBackVar	Streamer
setIndependentBack	StreamerNVirtual
setXmin	