

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	Obsolete
Execute	SaveAs	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@[@]	
GetOption	operator new	

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