

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	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	

AliAlignObj	
fVolPath	fODia[15]
fVolUID	fgIsA
fDiag[6]	
@~AliAlignObj	GetJacobian
operator=	GetLocalCovMatrix
operator*=	GetLocalCovMatrix
SetTranslation	IsSortable
SetTranslation	GetLevel
SetLocalTranslation	Compare
SetLocalTranslation	Inverse
SetRotation	Transform
SetRotation	Transform
SetLocalRotation	Print
SetLocalRotation	LayerSize
SetPars	LayerName
SetLocalPars	LayerToVolUID
SetMatrix	LayerToVolUID
SetLocalMatrix	VolUIDToLayer
SetSymName	VolUIDToLayer
SetVolUID	LayerToVolUIDSafe
SetVolUID	LayerToVolUIDSafe
SetCorrMatrix	VolUIDToLayerSafe
SetCorrMatrix	VolUIDToLayerSafe
SetFromLocalCov	SymName
SetFromLocalCov	SymName
GetSymName	ApplyToGeometry
GetVolUID	GetFromGeometry
GetVolUID	GetAlignObj
GetTranslation	GetAlignObj
GetLocalTranslation	GetOrigGlobalMatrix
GetAngles	AnglesToMatrix
GetLocalAngles	MatrixToAngles
GetPars	Class
GetLocalPars	Class_Name
GetMatrix	IsA
GetLocalMatrix	ShowMembers
GetCovMatrix	
GetCovMatrix	