

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	

CTDR_Tree

NDivx
 NDivy
 NDivz
 Lx
 Ly
 Lz
 lowx
 lowy
 lowz
 highx
 highy
 highz
 fgIsA

@~CTDR_Tree
 CTDR_Tree
 CTDR_Tree
 SetPoints
 Hash
 Class
 Class_Name
 IsA
 ShowMembers
 Streamer
 StreamerNVirtual

CTDR_Detecteur

TVx
 TVy
 Vx
 Vy
 Vxf
 Vyf
 x_Vx
 y_Vx
 z_Vx
 V_Vx
 x_Vy
 y_Vy
 z_Vy
 V_Vy
 Q0x
 Q0y
 periode
 fgIsA

@~CTDR_Detecteur
 CTDR_Detecteur
 Potentiel
 Interpole3D
 Interpole2D
 Detecte
 Detecte
 Detecte
 Detectef
 GetVx
 GetVy
 Test
 Class
 Class_Name
 IsA
 ShowMembers
 Streamer
 StreamerNVirtual