TObject

fUniqueID	kZombie
fBits	kBitMask
fgDtorOnly	kSingleKey
fgDirLevel	kOverwrite
fgObjectStat	fgIsA
kIsOnHeap	
kNotDeleted	

MakeZombie	Is
TObject	Modified
TObject	Paint
operator=	Pop
AppendPad	Print
Browse	Read
ClassName	RecursiveRemove
Clear	SavePrimitive
Clone	SetDrawOption
Close	SetUniqueID
Compare	Sizeof3D
Copy	UseCurrentStyle
Delete	Write
DistancetoPrimitive	operator new
Draw	operator new
DrawClass	operator delete
DrawClone	SetBit
Dump	SetBit
Execute	ResetBit
Execute	TestBit
ExecuteEvent	InvertBit
GetDrawOption	Warning
GetUniqueID	Error
GetName	SysError
GetIconName	Fatal
GetOption	AbstractMethod
GetObjectInfo	MayNotUse
GetTitle	DecreaseDirLevel
HandleTimer	GetDtorOnly
Hash	SetDtorOnly
InheritsFrom	GetDirLevel
InheritsFrom	SetDirLevel
Inspect	GetObjectStat
IsFolder	SetObjectStat
IsEqual	IncreaseDirLevel
IsSortable	IndentLevel
IsModified	Class
IsOnHeap	IsA
IsZombie	ShowMembers
Is3D	

LogID

CAL_K_XY	CAL_M_LAYER
CAL_V_XY	CAL_K_COLUMN
CAL_M_XY	CAL_V_COLUMN
CAL_K_SEQ	CAL_M_COLUMN
CAL_V_SEQ	CAL_K_TOWER
CAL_M_SEQ	CAL_V_TOWER
CAL_K_PIPE	CAL_M_TOWER
CAL_V_PIPE	BOUNDS_COLUMN
CAL_M_PIPE	BOUNDS_PIPE
CAL_K_ID	m_tag
CAL_V_ID	X
CAL_M_ID	Y
CAL_K_LAYER	fgIsA
CAL_V_LAYER	

isValidTagStruct	getTag
isValidTagWord	getColumn
isValidColumn	getLayer
isValidPipeLine	getID
getTower	getXY
getColumn	getPipeline
getLayer	getSequence
getID	setTag
getPipeline	setTag
getSequence	setColumn
getXY	setLayer
LogID	setXY
LogID	Class
fillIDFromGeom	IsA
fillGeomFromID	ShowMembers
fillTagWord	Streamer
fillTagStruct	