TObject

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

~TObject	GetOption	operator new[]
MakeZombie	GetObjectInfo	operator delete
DoError	GetTitle	operator delete[]
TObject	HandleTimer	operator delete
TObject	Hash	operator delete[]
operator=	InheritsFrom	SetBit
AppendPad	InheritsFrom	SetBit
Browse	Inspect	ResetBit
ClassName	IsFolder	TestBit
Clear	IsEqual	TestBits
Clone	IsSortable	InvertBit
Compare	IsOnHeap	Info
Copy	IsZombie	Warning
Delete	Notify	Error
DistancetoPrimitive	Is	SysError
Draw	Paint	Fatal
DrawClass	Pop	AbstractMethod
DrawClone	Print	MayNotUse
Dump	Read	GetDtorOnly
Execute	RecursiveRemove	SetDtorOnly
Execute	SavePrimitive	GetObjectStat
ExecuteEvent	SetDrawOption	SetObjectStat
FindObject	SetUniqueID	Class
FindObject	UseCurrentStyle	Class_Name
GetDrawOption	Write	IsA
GetUniqueID	operator new	ShowMembers
GetName	operator new[]	
GetIconName	operator new	

TGObject

fId
fClient
fgIsA

~TGObject
TGObject
GetId
Hash
IsEqual
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TGWindow

fParent	fgCounter
fNeedRedraw	fgIsA
fName	

~TGWindow	SetBackgroundPixmap
TGWindow	HandleExpose
DoRedraw	HandleEvent
TGWindow	HandleTimer
TGWindow	Move
GetParent	Resize
GetMainFrame	MoveResize
MapWindow	IsMapped
MapSubwindows	Print
MapRaised	SetWindowName
UnmapWindow	GetName
DestroyWindow	SetName
DestroySubwindows	GetCounter
RaiseWindow	Class
LowerWindow	Class_Name
IconifyWindow	IsA
ReparentWindow	ShowMembers
RequestFocus	Streamer
SetBackgroundColor	