

| TObject             |                  |                     |
|---------------------|------------------|---------------------|
| fUniqueID           | kNotDeleted      | kWriteDelete        |
| fBits               | kZombie          | fglsA               |
| fgDtorOnly          | kBitMask         |                     |
| fgObjectStat        | kSingleKey       |                     |
| kIsOnHeap           | kOverwrite       |                     |
| @~TObject           | GetOption        | operator new        |
| MakeZombie          | GetObjectInfo    | operator new@[@]    |
| DoError             | GetTitle         | operator delete     |
| TObject             | HandleTimer      | operator delete@[@] |
| TObject             | Hash             | operator delete     |
| operator=           | InheritsFrom     | operator delete@[@] |
| AppendPad           | InheritsFrom     | SetBit              |
| Browse              | Inspect          | SetBit              |
| ClassName           | IsFolder         | ResetBit            |
| Clear               | IsEqual          | TestBit             |
| Clone               | IsSortable       | TestBits            |
| Compare             | IsOnHeap         | InvertBit           |
| Copy                | IsZombie         | Info                |
| Delete              | Notify           | Warning             |
| DistancetoPrimitive | Is               | Error               |
| Draw                | Paint            | SysError            |
| DrawClass           | Pop              | Fatal               |
| DrawClone           | Print            | AbstractMethod      |
| Dump                | Read             | MayNotUse           |
| Execute             | RecursiveRemove  | 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@[@] |                     |

| TDataSetIter   |                  |
|----------------|------------------|
| fNext          | fRootDataSet     |
| fNextSet[100]  | fWorkingDataSet  |
| fDepth         | fNullDataSet     |
| fMaxDepth      | fglsA            |
| fDataSet       |                  |
| @~TDataSetIter | Ls               |
| NextDataSet    | Ls               |
| NextDataSet    | Is               |
| GetNullSet     | Is               |
| TDataSetIter   | Is               |
| TDataSetIter   | Mkdir            |
| Add            | Md               |
| Add            | Path             |
| Add            | Path             |
| Cd             | Pwd              |
| Cd             | Rmdir            |
| operator()     | Rmdir            |
| operator()     | Rd               |
| operator@[@]   | Shunt            |
| GetDepth       | Shunt            |
| Cwd            | Shunt            |
| Dir            | Next             |
| Du             | Next             |
| Df             | Notify           |
| Find           | Notify           |
| FindByPath     | GetOption        |
| FindDataSet    | Reset            |
| FindByName     | operator*        |
| FindByTitle    | Class            |
| FindDataSet    | Class_Name       |
| FindByPointer  | IsA              |
| FindObject     | ShowMembers      |
| FindObject     | Streamer         |
| Flag           | StreamerNVirtual |
| Flag           |                  |
| Flag           |                  |

| TVolumeViewIter   |
|-------------------|
| fPositions        |
| fglsA             |
| @~TVolumeViewIter |
| GetPosition       |
| SetPositionAt     |
| SetPositionAt     |
| TVolumeViewIter   |
| Notify            |
| Notify            |
| Reset             |
| operator@[@]      |
| operator@[@]      |
| UpdateTempMatrix  |
| ResetPosition     |
| Class             |
| Class_Name        |
| IsA               |
| ShowMembers       |
| Streamer          |
| StreamerNVirtual  |