

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
DistancetoPrimitives	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@[@]	

TNamed
fName
fTitle
fglsA
@~TNamed
TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

TKey	
fVersion	fSeekPdir
fNbytes	fClassName
fObjlen	fLeft
fDatime	fBuffer
fKeylen	fBufferRef
fCycle	fglsA
fSeekKey	
@~TKey	GetSeekKey
Create	GetSeekPdir
Read	Hash
TKey	IsFolder
TKey	Keep
TKey	Is
TKey	Print
TKey	Read
TKey	ReadObj
Browse	ReadObjectAny
Delete	ReadBuffer
DeleteBuffer	ReadFile
FillBuffer	SetBuffer
GetClassName	SetParent
GetBuffer	Sizeof
GetBufferRef	WriteFile
GetCycle	Class
GetDatime	Class_Name
GetKeep	IsA
GetKeylen	ShowMembers
GetNbytes	Streamer
GetObjlen	StreamerNVirtual
GetVersion	

TBasket
fBufferSize
fNevBufSize
fNevBuf
fLast
fHeaderOnly
fDisplacement
fEntryOffset
fBranch
kNotDecompressed
fglsA
@~TBasket
TBasket
TBasket
AdjustSize
DeleteEntryOffset
DropBuffers
GetBranch
GetBufferSize
GetDisplacement
GetEntryOffset
GetEntryPointer
GetNevBuf
GetNevBufSize
GetLast
MoveEntries
ReadBasketBuffers
ReadBasketBytes
SetBranch
SetNevBufSize
SetReadMode
SetWriteMode
Update
Update
WriteBuffer
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual