

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~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@[@]	

TNamed
fName
fTitle
fgIsA
@~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	fClassName
fNbytes	fLeft
fObjlen	fBuffer
fDatime	fBufferRef
fKeylen	fPidOffset
fCycle	fMotherDir
fSeekKey	fgIsA
fSeekPdir	
@~TKey	GetVersion
Read	GetSeekKey
Create	GetSeekPdir
Build	Hash
TKey	IncrementPidOffset
TKey	IsFolder
TKey	Keep
TKey	Is
TKey	Print
TKey	Read
TKey	ReadObj
Browse	ReadObjectAny
Delete	ReadBuffer
DeleteBuffer	ReadKeyBuffer
FillBuffer	ReadFile
GetClassName	SetBuffer
GetIconName	SetParent
GetTitle	SetMotherDir
GetBuffer	Sizeof
GetBufferRef	WriteFile
GetCycle	Class
GetDatime	Class_Name
GetFile	IsA
GetKeep	ShowMembers
GetKeylen	Streamer
GetMotherDir	StreamerNVirtual
GetNbytes	
GetObjlen	