TObject

Fields:
- fUniqueID
- fBits
- fgDtorOnly
- fgObjectStat
- kCanDelete
- kMustCleanup
- kObjInCanvas
- kIsReferenced
- kHasUUID
- kCannotPick
- kNoContextMenu
- kInvalidObject
- kIsOnHeap
- kNotDeleted
- kZombie
- kBitMask
- kSingleKey
- kOverwrite
- kWriteDelete
- fgIsA

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

TNamed

Fields:
- fName
- fTitle
- fgIsA

Methods:
- @~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

TToggle

Fields:
- fState
- fOnValue
- fOffValue
- fValue
- fInitialized
- fObject
- fGetter
- fSetter
- fTglVariable
- fgIsA

Methods:
- @~TToggle
- TToggle
- SetToggledObject
- SetToggledVariable
- IsInitialized
- GetState
- SetState
- Toggle
- SetOnValue
- GetOnValue
- SetOffValue
- GetOffValue
- GetValue
- SetValue
- Class
- Class_Name
- IsA
- ShowMembers
- Streamer
- StreamerNVirtual