

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@[@]	

TSelector
kContinue
kAbortProcess
kAbortFile
fStatus
fAbort
fOption
fObject
fInput
fOutput
fgIsA
@~TSelector
TSelector
TSelector
operator=
Version
Init
Begin
SlaveBegin
Notify
GetOption
GetStatus
GetEntry
ProcessCut
ProcessFill
Process
SetOption
SetObject
SetInputList
SetStatus
GetOutputList
SlaveTerminate
Terminate
Abort
GetAbort
GetSelector
IsStandardDraw
Class
Class_Name
IsA
ShowMembers

TSelectorCint	
fClass	fFuncProc
fFuncVersion	fFuncOption
fFuncInit	fFuncObj
fFuncBegin	fFuncInp
fFuncSIBegin	fFuncOut
fFuncNotif	fFuncGetAbort
fFuncSITerm	fFuncGetStat
fFuncTerm	fIntSelector
fFuncCut	fgIsA
fFuncFill	
@~TSelectorCint	SetInputList
SetFuncProto	GetOutputList
TSelectorCint	SlaveTerminate
Build	Terminate
Version	GetAbort
Init	GetStatus
Begin	Class
SlaveBegin	Class_Name
Notify	IsA
ProcessCut	ShowMembers
ProcessFill	Streamer
Process	StreamerNVirtual
SetOption	
SetObject	