

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

TStreamerElement	
fType	fFactor
fSize	kSTL
fArrayLength	kSTLstring
fArrayDim	kSTLvector
fMaxIndex[5]	kSTLlist
fOffset	kSTLdeque
fTObjectOffset	kSTLmap
fNewType	kSTLset
fTypeName	kSTLmultimap
fClassObject	kSTLmultiset
fStreamer	kHasRange
fMethod	fgIsA
fXmin	
fXmax	
@~TStreamerElement	Init
TStreamerElement	IsAPointer
TStreamerElement	HasCounter
CannotSplit	IsOldFormat
GetArrayDim	IsBase
GetArrayLength	Is
GetClassPointer	SetArrayDim
GetClass	SetMaxIndex
GetExecID	SetOffset
GetFullName	SetTObjectOffset
GetInclude	SetStreamer
GetMaxIndex	SetSize
GetMethod	SetNewType
GetStreamer	SetType
GetSize	SetTypeName
GetNewType	Update
GetType	Class
GetOffset	Class_Name
GetTObjectOffset	IsA
GetTypeName	ShowMembers
GetTypeNameBasic	Streamer
GetFactor	StreamerNVirtual
GetXmin	
GetXmax	