

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
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@[@]	

TSlave	
kMaster	fSocket
kSlave	fProof
fName	fInput
fImage	fBytesRead
fProofWorkDir	fRealTime
fWorkDir	fCpuTime
fUser	fSlaveType
fPort	fStatus
fOrdinal	fParallel
fPerfIdx	fMsd
fSecContext	fglsA
fProtocol	
@~TSlave	GetSocket
TSlave	GetProof
TSlave	GetBytesRead
operator=	GetRealTime
TSlave	GetCpuTime
Close	GetSlaveType
Compare	GetStatus
IsSortable	GetParallel
GetName	GetMsd
GetImage	GetInputHandler
GetProofWorkDir	SetInputHandler
GetWorkDir	IsValid
GetUser	Print
GetPort	Class
GetOrdinal	Class_Name
GetPerfIdx	IsA
GetSecurity	ShowMembers
GetProtocol	