

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@[@]	

TNamed
fName
fTitle
fglsA
@~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

TDataSet	
fObjName	fEventList
fElements	fCurrent
flsTree	fglsA
flterator	
fElementsMsn	
@~TDataSet	GetListOfElementsMsn
GridAdd	GridPack
GridAddElementMsn	GridPrintPackList
TDataSet	Reset
TDataSet	Next
Add	Current
Add	GetEntries
AddFriend	AddInput
AddQuery	ClearInput
Request	GetOutput
Connect	GetOutputList
Process	StartViewer
Draw	GetTreeHeader
Draw	MakeTDataSet
Draw	SetEventList
Print	GetEventList
SetObjName	Validate
SetDirectory	Validate
IsTree	Class
IsValid	Class_Name
ElementsValid	IsA
GetType	ShowMembers
GetObjName	Streamer
GetDirectory	StreamerNVirtual
GetListOfElements	