

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@[@]	

TSelector
fStatus
fOption
fObject
fInput
fOutput
fglsA
@~TSelector
TSelector
Version
Init
Begin
SlaveBegin
Notify
GetOption
GetStatus
ProcessCut
ProcessFill
Process
SetOption
SetObject
SetInputList
SetStatus
GetOutputList
SlaveTerminate
Terminate
GetSelector
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TSelectorDraw	
kWarn	fNbins[4]
fTree	fVmin[4]
fVar1	fVmax[4]
fVar2	fWeight
fVar3	fV1
fVar4	fV2
fSelect	fV3
fManager	fV4
fObject	fW
fTreeEList	fVar1Multiple
fOldHistogram	fVar2Multiple
fAction	fVar3Multiple
fDraw	fVar4Multiple
fNfill	fSelectMultiple
fMultiplicity	fCleanEList
fDimension	fObjEval
fSelectedRows	fglsA
fOldEstimate	
fForceRead	
@~TSelectorDraw	GetV2
ClearFormula	GetV3
CompileVariables	GetV4
TSelectorDraw	GetW
Begin	MakeIndex
GetAction	Notify
GetCleanEList	Process
GetDimension	ProcessFill
GetDrawFlag	ProcessFillMultiple
GetObject	ProcessFillObject
GetMultiplicity	SetEstimate
GetNameByIndex	TakeAction
GetNfill	TakeEstimate
GetOldHistogram	Terminate
GetSelect	Class
GetSelectedRows	Class_Name
GetVar1	IsA
GetVar2	ShowMembers
GetVar3	Streamer
GetVar4	StreamerNVirtual
GetV1	