

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
DistancetoPrimitives	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

TDirectory		
fModified	fBufferSize	fList
fWritable	fSeekDir	fKeys
fDatetimeC	fSeekParent	fUUID
fDatetimeM	fSeekKeys	kCloseDirectory
fNbytesKeys	fFile	fglsA
fNbytesName	fMother	
@~TDirectory	GetObjectChecked	ReadKeys
cd1	GetObjectUnchecked	RecursiveRemove
Cd1	GetBufferSize	Save
TDirectory	GetCreationDate	SaveSelf
operator=	GetFile	SetBufferSize
TDirectory	GetKey	SetWritable
TDirectory	GetList	SetModified
Append	GetListOfKeys	SetMother
Add	GetModificationDate	Sizeof
AppendKey	GetMother	Write
Browse	GetNbytesKeys	Write
Build	GetNkeys	WriteTObject
Clear	GetSeekDir	WriteObjectAny
Close	GetSeekParent	WriteObjectAny
Copy	GetSeekKeys	WriteDirHeader
cd	GetPath	WriteKeys
DeleteAll	GetUUID	Cd
Delete	IsFolder	DecodeNameCycle
Draw	IsModified	EncodeNameCycle
FillBuffer	IsWritable	Class
FindKey	Is	Class_Name
FindKeyAny	mkdir	IsA
FindObject	Paint	ShowMembers
FindObject	Print	Streamer
FindObjectAny	Purge	StreamerNVirtual
Get	pwd	
GetObjectChecked	ReadAll	