

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	THtml	TParseStack::TParseElement
fName		fCtx
fTitle		fBsp
fglsA		fPStrUsing
		fDict
		fglsA
@~TNamed		
TNamed		@~TParseElement
TNamed		TParseElement
TNamed		TParseElement
operator=		AddUsing
Clear		Context
Clone		BlockSpec
Compare		Dict
Copy		SetContext
FillBuffer		IsUsing
GetName		GetUsing
GetTitle		GetCloseTag
Hash		Class
IsSortable		Class_Name
SetName		IsA
SetNameTitle		ShowMembers
SetTitle		Streamer
Is		StreamerNVirtual
Print		
Sizeof		
Class		
Class_Name		
IsA		
ShowMembers		

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