TObject

fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fgIsA
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@[@]	

TProofPlayer

fAutoBins
fInput
fOutput
fSelector
fSelectorClass
fFeedbackTimer
fEvIter
fSelStatus
fgIsA

@~TProofPlayer
GetSender
SetupFeedback
StopFeedback
TProofPlayer
Process
DrawSelect
StopProcess
AddInput
ClearInput
GetOutput
GetOutputList
StoreOutput
StoreFeedback
Progress
Feedback
GetNextPacket
UpdateAutoBin
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TQObject

fListOfSignals
fListOfConnections
fgIsA

@~TQObject
GetSender
GetSenderClassName
ConnectToClass
ConnectToClass
CheckConnectArgs
TQObject
GetListOfClassSignals
GetListOfSignals
GetListOfConnections
Emit
Emit
Emit
Emit
Emit
Emit
Emit
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Emit
Emit
Emit
Emit