

TObject

| | | |
|---------------------|------------------|---------------------|
| fUniqueID | kNotDeleted | kWriteDelete |
| fBits | kZombie | fglsA |
| fgDtorOnly | kBitMask | |
| fgObjectStat | kSingleKey | |
| kIsOnHeap | kOverwrite | |
| <hr/> | | |
| @~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 |
| <hr/> |
| @~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 |

TToggle

| |
|--------------------|
| fState |
| fOnValue |
| fOffValue |
| fValue |
| fInitialized |
| fObject |
| fGetter |
| fSetter |
| fTglVariable |
| fglsA |
| <hr/> |
| @~TToggle |
| TToggle |
| SetToggledObject |
| SetToggledVariable |
| IsInitialized |
| GetState |
| SetState |
| Toggle |
| SetOnValue |
| GetOnValue |
| SetOffValue |
| GetOffValue |
| GetValue |
| SetValue |
| Class |
| Class_Name |
| IsA |
| ShowMembers |
| Streamer |
| StreamerNVirtual |