

| TObject             |                  |                     |
|---------------------|------------------|---------------------|
| fUniqueID           | kIsReferenced    | kZombie             |
| fBits               | kHasUUID         | kBitMask            |
| fgDtorOnly          | kCannotPick      | kSingleKey          |
| fgObjectStat        | kNoContextMenu   | kOverwrite          |
| kCanDelete          | kInvalidObject   | kWriteDelete        |
| kMustCleanup        | kIsOnHeap        | fgIsA               |
| kObjInCanvas        | kNotDeleted      |                     |
| @~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      |                      |
|-------------------|----------------------|
| kFinished         | fExitStatus          |
| kStopped          | fEventsProcessed     |
| kAborted          | fTotalEvents         |
| fAutoBins         | fQueryResults        |
| fInput            | fQuery               |
| fOutput           | fPreviousQuery       |
| fSelector         | fDrawQueries         |
| fSelectorClass    | fMaxDrawQueries      |
| fFeedbackTimer    | fgIsA                |
| fEvtlr            |                      |
| fSelStatus        |                      |
| @~TProofPlayer    | RestorePreviousQuery |
| GetSender         | StoreOutput          |
| SetupFeedback     | StoreFeedback        |
| StopFeedback      | Progress             |
| TProofPlayer      | Progress             |
| Process           | Feedback             |
| Finalize          | GetNextPacket        |
| Finalize          | ReinitSelector       |
| DrawSelect        | UpdateAutoBin        |
| StopProcess       | IsClient             |
| AddInput          | GetExitStatus        |
| ClearInput        | GetEventsProcessed   |
| GetOutput         | AddEventsProcessed   |
| GetOutputList     | Class                |
| GetInputList      | Class_Name           |
| GetListOfResults  | IsA                  |
| AddQueryResult    | ShowMembers          |
| GetQueryResult    | Streamer             |
| RemoveQueryResult | StreamerNVirtual     |
| SetCurrentQuery   |                      |
| SetMaxDrawQueries |                      |

| TProofPlayerRemote   |
|----------------------|
| fProof               |
| fOutputLists         |
| fFeedback            |
| fFeedbackLists       |
| fPacketizer          |
| fDSet                |
| fgIsA                |
| @~TProofPlayerRemote |
| MergeFeedback        |
| HandleTimer          |
| GetProof             |
| SendSelector         |
| SetupFeedback        |
| StopFeedback         |
| TProofPlayerRemote   |
| Process              |
| Finalize             |
| Finalize             |
| DrawSelect           |
| StopProcess          |
| StoreOutput          |
| StoreFeedback        |
| MergeOutput          |
| Progress             |
| Progress             |
| Feedback             |
| GetNextPacket        |
| IsClient             |
| Class                |
| Class_Name           |
| IsA                  |
| ShowMembers          |
| Streamer             |
| StreamerNVirtual     |

| TQObject              |                     |
|-----------------------|---------------------|
| fListOfSignals        | fgIsA               |
| fListOfConnections    |                     |
| @~TQObject            | Emit                |
| GetSender             | Emit                |
| GetSenderClassName    | Connect             |
| ConnectToClass        | Disconnect          |
| ConnectToClass        | HighPriority        |
| CheckConnectArgs      | LowPriority         |
| TQObject              | HasConnection       |
| GetListOfClassSignals | NumberOfSignals     |
| GetListOfSignals      | NumberOfConnections |
| GetListOfConnections  | Connected           |
| EmitVA                | Disconnected        |
| EmitVA                | Destroyed           |
| Emit                  | ChangedBy           |
| Emit                  | Message             |
| Emit                  | Connect             |
| Emit                  | Connect             |
| Emit                  | Disconnect          |
| Emit                  | Disconnect          |
| Emit                  | LoadRQ_OBJECT       |
| Emit                  | Class               |
| Emit                  | Class_Name          |
| Emit                  | IsA                 |
| Emit                  | ShowMembers         |
| Emit                  | Streamer            |
| Emit                  | StreamerNVirtual    |
| Emit                  |                     |