

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~TObject	GetObjectInfo	operator new@[@]
MakeZombie	GetTitle	operator delete
DoError	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
TObject	InheritsFrom	operator delete@[@]
operator=	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistancetoPrimitive	Paint	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRemove	GetDtorOnly
Execute	SaveAs	SetDtorOnly
Execute	SavePrimitive	GetObjectStat
ExecuteEvent	SetDrawOption	SetObjectStat
FindObject	SetUniqueID	Class
FindObject	UseCurrentStyle	Class_Name
GetDrawOption	Write	IsA
GetUniqueID	Write	ShowMembers
GetName	operator new	
GetIconName	operator new@[@]	
GetOption	operator new	

TDataSetIter	
fNext	fRootDataSet
fNextSet[100]	fWorkingDataSet
fDepth	fgNullDataSet
fMaxDepth	fgIsA
fDataSet	
@~TDataSetIter	Ls
NextDataSet	Ls
NextDataSet	Is
GetNullSet	Is
TDataSetIter	Is
TDataSetIter	Mkdir
Add	Md
Add	Path
Add	Path
Cd	Pwd
Cd	Rmdir
operator()	Rmdir
operator()	Rd
operator@[@]	Shunt
GetDepth	Shunt
Cwd	Shunt
Dir	Next
Du	Next
Df	Notify
Find	Notify
FindByPath	GetOption
FindDataSet	Reset
FindByName	operator*
FindByTitle	Class
FindDataSet	Class_Name
FindByPointer	IsA
FindObject	ShowMembers
FindObject	Streamer
Flag	StreamerNVirtual
Flag	
Flag	

TVolumeViewIter
fPositions
fgIsA
@~TVolumeViewIter
GetPosition
SetPositionAt
SetPositionAt
TVolumeViewIter
Notify
Notify
Reset
operator@[@]
operator@[@]
UpdateTempMatrix
ResetPosition
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual