

TObject

fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	fUniqueID
kIsReferenced	kZombie	fBits
kHasUUID	kBitMask	

Streamer	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[@]
@~TObject	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	Obsolete
Execute	SaveAs	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	
GetIconName	operator new@[@]	

TSelector

kContinue	fOption
kAbortProcess	fObject
kAbortFile	fInput
fgIsA	fOutput
fStatus	
fAbort	

Streamer	SetObject
TSelector	SetInputList
operator=	SetStatus
TSelector	GetInputList
@~TSelector	GetOutputList
Version	SlaveTerminate
Init	Terminate
Begin	Abort
SlaveBegin	GetAbort
Notify	ResetAbort
GetOption	GetSelector
GetStatus	IsStandardDraw
GetEntry	Class
ProcessCut	Class_Name
ProcessFill	IsA
Process	
SetOption	

TSelVerifyDataSet

fFopt	fDoall
fSopt	fGetlistonly
fRopt	fScanlist
fAllf	fDbg
fCheckstg	fMss
fNonStgf	fStageopts
fReopen	fChangedDs
fTouch	fTouched
fStgf	fOpened
fNoaction	fDisappeared
fFullproc	fSubDataSet
fLocateonly	fgIsA
fStageonly	

InitMembers	SetInputList
TSelVerifyDataSet	GetOutputList
TSelVerifyDataSet	SlaveTerminate
@~TSelVerifyDataSet	Terminate
Version	Class
Begin	Class_Name
SlaveBegin	IsA
Init	ShowMembers
Notify	Streamer
Process	StreamerNVirtual
SetOption	
SetObject	