

**TObject**

fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	fUniqueID
kIsReferenced	kZombie	fBits
kHasUUID	kBitMask	
<b>Streamer</b>	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@[@]	

**TVirtualPerfStats**

kUndefined  
 kPacket  
 kStart  
 kStop  
 kFile  
 kFileOpen  
 kFileRead  
 kRate  
 kNumEventType  
 fgIsA

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**Streamer**  
 @~TVirtualPerfStats  
 CurrentPerfStats  
 SimpleEvent  
 PacketEvent  
 FileEvent  
 FileOpenEvent  
 FileReadEvent  
 UnzipEvent  
 RateEvent  
 SetBytesRead  
 GetBytesRead  
 SetNumEvents  
 GetNumEvents  
 EventType  
 Class  
 Class\_Name  
 IsA  
 ShowMembers  
 StreamerNVirtual  
 operator=