

TString				
kShortMask	kNwords	kTrailing	kIgnoreCase	fRep
kLongMask	kAlignment	kBoth	kNPOS	
kMinCap	kLeading	kExact	fglsA	
Streamer	TString	operator()	Index	Remove
TString	TString	operator()	Index	Replace
AssertElement	TString	operator()	Index	Replace
Clobber	TString	operator()	Index	Replace
InitChar	@~TString	SubString	Index	Replace
Align	FillBuffer	Append	Insert	ReplaceAll
Recommend	ReadBuffer	Append	Insert	ReplaceAll
AdjustCapacity	Sizeof	Append	Insert	ReplaceAll
IsLong	ReadString	Append	Insert	ReplaceAll
SetShortSize	WriteString	Append	IsAscii	ReplaceAll
GetShortSize	Gets	Atoi	IsAlpha	Resize
SetLongSize	Puts	Atoll	IsAlnum	Strip
GetLongSize	operator const char *	Atof	IsDigit	Swap
SetSize	operator basic_string	BeginsWith	IsFloat	ToLower
SetLongCap	operator=	BeginsWith	IsHex	ToUpper
GetLongCap	operator=	Capacity	IsBin	Tokenize
SetLongPointer	operator=	Capacity	IsOct	Tokenize
GetLongPointer	operator=	Chop	IsDec	Hash
GetLongPointer	operator=	Clear	IsInBaseN	InitialCapacity
GetShortPointer	operator=	CompareTo	IsNull	MaxWaste
GetShortPointer	operator+=	CompareTo	IsWhitespace	ResizeIncrement
GetPointer	operator+=	Contains	Last	GetInitialCapacity
GetPointer	operator+=	Contains	Length	GetResizeIncrement
MaxSize	operator+=	Contains	MaybeRegexp	GetMaxWaste
UnLink	operator+=	Contains	MaybeWildcard	Itoa
Zero	operator+=	CountChar	MD5	UItoa
Init	operator+=	Copy	Prepend	LLtoa
Clone	operator+=	Data	Prepend	ULLtoa
FormImp	operator+=	EndsWith	Prepend	BaseConvert
HashCase	operator+=	EqualTo	Prepend	Format
HashFoldCase	operator+=	EqualTo	Prepend	Class
TString	operator+=	First	ReadFile	Class_Name
TString	operator+=	First	ReadLine	IsA
TString	operator@[@]	Form	ReadString	
TString	operator()	Hash	ReadToDelim	
TString	operator@[@]	Index	ReadToken	
TString	operator()	Index	Remove	
TString	operator()	Index	Remove	

TStringLong
fglsA
Streamer
TStringLong
TStringLong
TStringLong
TStringLong
TStringLong
TStringLong
TStringLong
TStringLong
@~TStringLong
FillBuffer
ReadBuffer
Sizeof
Class
Class_Name
IsA
ShowMembers
StreamerNVirtual