

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

TTableMap
fTable
fgIsA
<b>operator=</b>
<b>TTableMap</b>
<b>TTableMap</b>
<b>@~TTableMap</b>
<b>IsValid</b>
<b>IsFolder</b>
<b>Push_back</b>
<b>Table</b>
<b>Begin</b>
<b>Begin</b>
<b>End</b>
<b>End</b>
<b>Class</b>
<b>Class_Name</b>
<b>IsA</b>
<b>ShowMembers</b>

vector<long>
vector@<long@>
vector@<long@>
vector@<long@>
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vector@<long@>
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vector@<long@>
vector@<long@>
vector@<long@>
@~vector@<long@>
<b>operator=</b>
<b>operator=</b>
<b>operator=</b>
<b>assign</b>
<b>assign</b>
<b>begin</b>
<b>begin</b>
<b>end</b>
<b>end</b>
<b>rbegin</b>
<b>rbegin</b>
<b>rend</b>
<b>rend</b>
<b>rend</b>
<b>cbegin</b>
<b>cbegin</b>
<b>cbegin</b>
<b>crend</b>
<b>crend</b>
<b>size</b>
<b>max_size</b>
<b>resize</b>
<b>resize</b>
<b>resize</b>
<b>shrink_to_fit</b>
<b>capacity</b>
<b>empty</b>
<b>empty</b>
<b>reserve</b>
<b>reserve</b>
<b>operator@[@]</b>
<b>operator@[@]</b>
<b>operator@[@]</b>
<b>_M_range_check</b>
<b>at</b>
<b>at</b>
<b>front</b>
<b>front</b>
<b>back</b>
<b>back</b>
<b>data</b>
<b>data</b>