

Object

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@[@]	

TVirtualPacketizer

kEstOff	fProcTimeLast
kEstCurrent	fActWrksLast
kEstAverage	fEvtRateLast
fMinPacketTime	fMBsReadLast
fMaxPacketTime	fEffSessLast
fConfigParams	fAWLastFill
fSlaveStats	fReportPeriod
fProgressStatus	fUseEstOpt
fProgress	fValid
fTotalEntries	fStop
fFailedPackets	fDataSet
fStartTime	fInput
fInitTime	kIsInitializing
fProcTime	kIsDone
fTimeUpdt	kIsTree
fCircProg	fgIsA
fCircN	
fProgressPerf	
TVirtualPacketizer	GetBytesRead
TVirtualPacketizer	GetReadCalls
operator=	GetCumProcTime
CreateNewPacket	GetInitTime
GetEntries	GetProcTime
HandleTimer	GetProgressPerf
@~TVirtualPacketizer	GetConfigParams
AssignWork	MarkBad
IsValid	AddProcessed
GetEntriesProcessed	GetStatus
GetEstEntriesProcessed	GetProgressStatus
GetCurrentRate	SetTotalEntries
GetTotalEntries	GetSlaveStats
GetNextPacket	GetActiveWorkers
SetInitTime	Class
StopProcess	Class_Name
GetFailedPackets	IsA
SetFailedPackets	ShowMembers
AddWorkers	