

TObject			TNamed	TStreamerElement	TStreamerLoop
fUniqueID	kIsReferenced	kZombie	fName	fType	fCountVersion
fBits	kHasUUID	kBitMask	fTitle	fFactor	fCountName
fgDtorOnly	kCannotPick	kSingleKey	fgIsA	fSize	fCountClass
fgObjectStat	kNoContextMenu	kOverwrite		fArrayLength	fCounter
kCanDelete	kInvalidObject	kWriteDelete	@~TNamed	fArrayDim	fgIsA
kMustCleanup	kIsOnHeap	fgIsA	TNamed	fMaxIndex[5]	
kObjInCanvas	kNotDeleted		TNamed	fOffset	
			TNamed	fToObjectOffset	
@~TObject	GetOption	operator new	operator=	fNewType	
MakeZombie	GetObjectInfo	operator new@[@]	Clear	fTypeName	
DoError	GetTitle	operator delete	Clone	fClassObject	
TObject	HandleTimer	operator delete@[@]	Compare	fStreamer	kHasRange
TObject	Hash	operator delete	Copy	fMethod	fgIsA
operator=	InheritsFrom	operator delete@[@]	FillBuffer	fxmin	
AppendPad	InheritsFrom		GetName	fxmax	
Browse	Inspect	SetBit	GetTitle		@~TStreamerElement
ClassName	IsFolder	ResetBit	Hash	IsaPointer	TStreamerLoop
Clear	isEqual	TestBit	IsSortable	HasCounter	TStreamerLoop
Clone	IsSortable	TestBits	SetName	CannotSplit	GetCountClass
Compare	IsOnHeap	InvertBit	SetNameTitle	GetArrayDim	GetCountName
Copy	IsZombie	Info	SetTitle	GetArrayLength	GetCountVersion
Delete	Notify	Warning	Is	GetClass	GetSize
DistantcetoPrimitives		Error	Print	GetExecID	Init
Draw	Paint	SysError	Sizeof	GetFullName	IsaPointer
DrawClass	Pop	Fatal	Class	GetInclude	HasCounter
DrawClone	Print	AbstractMethod	Class_Name	GetMaxIndex	SetCountClass
Dump	Read	MayNotUse	IsA	GetOffset	SetCountName
Execute	RecursiveRemove	GetDtorOnly	ShowMembers	GetToObjectOffset	SetCountVersion
Execute	SavePrimitive	SetDtorOnly		GetStream	Class
ExecuteEvent	SetDrawOption	GetObjectStat		GetSize	Class_Name
FindObject	SetUniqueId	SetObjectStat		GetMethod	IsA
FindObject	UseCurrentStyle	Class		GetType	ShowMembers
GetDrawOption	Write	Class_Name		GetOffset	Streamer
GetUniqueId	Write	IsA		GetToObjectOffset	StreamerNVirtual
GetName	operator new	ShowMembers		GetType	
GetIconName	operator new@[@]			GetTypeName	
				GetTypeNameBasic	
				GetFactor	
				GetXmin	
				GetXmax	