

TObject			TNamed			TBranch			TBranchObject		
fUniqueID	kIsReferenced	kZombie	fName	kAutoDelete	fReadBasket	fBasketEntry	kWarn				
fBits	kHasUUID	kBitMask	fTitle	fgCount	fReadEntry	fBasketSeek	fClassName				
fgDtorOnly	kCannotPick	kSingleKey	fgIsA	fCompress	fEntries	fTree	fOldObject				
fgObjectStat	kNoContextMenu	kOverwrite	@~TNamed	fBasketSize	fTotBytes	fAddress	fglsA				
kCanDelete	kInvalObjet	kWriteDelete	TNamed	fEntryOffsetLen	fZipBytes	fDirectory	@~TBranchObject				
kMustCleanup	kIsOnHeap	fgIsA	TNamed	fWriteBasket	fBranches	fFileName	TBranchObject				
kObjInCanvas	kNotDeleted		TNamed	fEntryNumber	fLeaves	fEntryBuffer	TBranchObject				
			operator=	fOffset	fBaskets	fBrowsables	Browse				
@~TObject	GetOption	operator new	Clear	fMaxBaskets	fNBasketRAM	fSkipZip	Fill				
MakeZombie	GetObjectInfo	operator new[@@]	Clone	fSplitLevel	fBasketRAM	fglsA	GetClassName				
DoError	GetTitle	operator delete	Compare	fNLeaves	fBasketBytes		GetObjClassName				
TObject	HandleTimer	operator delete[@@]	Copy				GetEntry				
TObject	Hash	operator delete	FillBuffer				IsFolder				
operator=	InheritsFrom	operator delete[@@]	GetName				Print				
AppendPad	InheritsFrom	SetBit	GetTitle				Reset				
Browse	Inspect	SetBit	Hash				SetAddress				
ClassName	IsFolder	ResetBit	IsSortable				SetAutoDelete				
Clear	isEqual	TestBit	SetName				SetBasketSize				
Clone	IsSortable	TestBits	SetNameTitle				UpdateAddress				
Compare	IsOnHeap	InvertBit	SetTitle				Class				
Copy	IsZombie	Info	Is				Class_Name				
Delete	Notify	Warning	Print				ShowMembers				
DistancetoPrimitive	operator new	Error	Sizeof								
Draw	Paint	SysError	Class								
DrawClass	Pop	Fatal	Class_Name								
DrawClone	Print	AbstractMethod	IsA								
Dump	Read	MayNotUse	ShowMembers								
Execute	RecursiveRemove	GetDtorOnly									
Execute	SavePrimitive	SetDtorOnly									
ExecuteEvent	SetDrawOption	GetObjectStat									
FindObject	SetUniqueID	SetObjectStat									
FindObject	UseCurrentStyle	Class									
GetDrawOption	Write	Class_Name									
GetUniqueID	Write	IsA									
GetName	operator new	ShowMembers									
GetIconName	operator new[@@]										

TAttFill		
fFillColor	fglsA	
fFillStyle		
@~TAttFill	Modify	Class_Name
TAttFill	ResetAttFill	IsA
TAttFill	SaveFillAttributes	ShowMembers
Copy	SetFillAttributes	Streamer
GetFillColor	SetFillColor	StreamerNVirtual
GetFillStyle	SetFillStyle	
IsTransparent	SetTransparent	Class