

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