

TObject			TNamed			TBranch		
fUniqueID	kIsReferenced	kZombie	fName	fReadBasket	fBasketEntry			
fBits	kHasUUID	kBitMask	fTitle	fReadEntry	fBasketSeek			
fgDtorOnly	kCannotPick	kSingleKey	fgIsA					
fgObjectStat	kNoContextMenu	kOverwrite						
kCanDelete	kInvalObject	kWriteDelete	@~TNamed					
kMustCleanup	kIsOnHeap	fgIsA	TNamed					
kObjInCanvas	kNotDeleted		TNamed					
			TNamed					
@~TObject	GetOption	operator new	TNamed					
MakeZombie	GetObjectInfo	operator new@[@]	operator=					
DoError	GetTitle	operator delete	Clear					
TObject	HandleTimer	operator delete@[@]	Clone					
TObject	Hash	operator delete	Compare					
operator=	InheritsFrom	operator delete@[@]	Copy					
AppendPad	InheritsFrom	SetBit	FillBuffer					
Browse	Inspect	SetBit	GetName					
ClassName	IsFolder	ResetBit	GetTitle					
Clear	IsEqual	TestBit	Hash					
Clone	IsSortable	TestBits	IsSortable					
Compare	IsOnHeap	InvertBit	SetName					
Copy	IsZombie	Info	SetNameTitle					
Delete	Notify	Warning	Title					
DistantcetoPrimitives		Error	SetTitle					
Draw	Paint	SysError	Is					
DrawClass	Pop	Fatal	Print					
DrawClone	Print	AbstractMethod	Sizeof					
Dump	Read	MayNotUse	Class					
Execute	RecursiveRemove	GetDtorOnly	Class_Name					
Execute	SavePrimitive	SetDtorOnly	IsA					
ExecuteEvent	SetDrawOption	GetObjectStat	ShowMembers					
FindObject	SetUniqueId	SetObjectStat						
FindObject	UseCurrentStyle	Class						
GetDrawOption	Write	Class_Name						
GetUniqueId	Write	IsA						
GetName	operator new	ShowMembers						
GetIconName	operator new@[@]							

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