

TObject			TNamed	TFileDrawMap
fUniqueID	kIsReferenced	kZombie	fName	fFile
fBits	kHasUUID	kBitMask	fTitle	fFrame
fgDtorOnly	kCannotPick	kSingleKey	fKeys	fOption
fgObjectStat	kNoContextMenu	kOverwrite	fXsize	fYsize
kCanDelete	kInvalObject	kWriteDelete	fglsA	
kMustCleanup	kIsOnHeap	fglsA		
kObjInCanvas	kNotDeleted			
@~TObject	GetOption	operator new	@~TNamed	@~TFileDrawMap
MakeZombie	GetObjectInfo	operator new[@@]	TNamed	DrawMarker
DoError	GetTitle	operator delete	TNamed	GetObjectInfoDir
TObject	HandleTimer	operator delete@@	TNamed	PaintBox
TObject	Hash	operator delete	TNamed	PaintDir
operator=	InheritsFrom	operator delete@@	TNamed	GetObject
AppendPad	InheritsFrom	SetBit	TFileDrawMap	TFileDrawMap
Browse	Inspect	SetBit	AnimateTree	AnimateTree
ClassName	IsFolder	ResetBit	DistancetoPrimitive	DistancetoPrimitive
Clear	isEqual	TestBit	DrawObject	DrawObject
Clone	IsSortable	TestBits	DumpObject	DumpObject
Compare	IsOnHeap	InvertBit	ExecuteEvent	ExecuteEvent
Copy	IsZombie	Info	GetObjectInfo	InspectObject
Delete	Notify	Warning	Paint	Paint
DistancetoPrimitive	Is	Error	Class	Class
Draw	Paint	SysError	Class_Name	Class_Name
DrawClass	Pop	Fatal	IsA	IsA
DrawClone	Print	AbstractMethod	ShowMembers	ShowMembers
Dump	Read	MayNotUse	Streamer	Streamer
Execute	RecursiveRemove	GetDtorOnly	StreamerNVirtual	StreamerNVirtual
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[@@]			