

TObject			TSysEvtHandler	TFileHandler
fUniqueID	kIsReferenced	kZombie	fIsActive	fFileNum
fBits	kHasUUID	kBitMask	fIsA	fMask
fgDtorOnly	kCannotPick	kSingleKey	@~TSysEvtHandler	fReadyMask
fgObjectStat	kNoContextMenu	kOverwrite	GetSender	kRead
kCanDelete	kInvalObject	kWriteDelete	Activate	kWrite
kMustCleanup	kIsOnHeap	fIsA	DeActivate	fIsA
kObjInCanvas	kNotDeleted		IsActive	
@~TObject	GetOption	operator new	Add	@~TFileHandler
MakeZombie	GetObjectInfo	operator new[@@]	Remove	TFileHandler
DoError	GetTitle	operator delete	Notify	TFileHandler
TObject	HandleTimer	operator delete@@	Activated	GetFd
TObject	Hash	operator delete	DeActivated	SetFd
operator=	InheritsFrom	operator delete@@	Notified	Notify
AppendPad	InheritsFrom	SetBit	Added	ReadNotify
Browse	Inspect	SetBit	Removed	WriteNotify
ClassName	IsFolder	ResetBit	Class	HasReadInterest
Clear	isEqual	TestBit	Class_Name	HasWriteInterest
Clone	IsSortable	TestBits	IsA	SetInterest
Compare	IsOnHeap	InvertBit	ShowMembers	ResetReadyMask
Copy	IsZombie	Info	Streamer	SetReadReady
Delete	Notify	Warning		SetWriteReady
DistanceToPrimitive	Is	Error		IsReadReady
Draw	Paint	SysError		IsWriteReady
DrawClass	Pop	Fatal	Add	
DrawClone	Print	AbstractMethod	Remove	
Dump	Read	MayNotUse	Class	
Execute	RecursiveRemove	GetDtorOnly	Class_Name	
Execute	SavePrimitive	SetDtorOnly	IsA	
ExecuteEvent	SetDrawOption	GetObjectStat	ShowMembers	
FindObject	SetUniqueId	SetObjectStat	Streamer	
FindObject	UseCurrentStyle	Class	StreamerNVirtual	
GetDrawOption	Write	Class_Name		
GetUniqueId	Write	IsA		
GetName	operator new	ShowMembers		
GetIconName	operator new[@@]			