

TObject		
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	fUniqueID
kIsReferenced	kZombie	fBits
kHasUUID	kBitMask	
Streamer	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[[@]
@~TObject	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistancetoPrimitive	Paint	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRemove	Obsolete
Execute	SaveAs	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	
GetIconName	operator new@[[@]	

ROOT::TSchemaRule	
kReadRule	fSource
kReadRawRule	fSourceVect
kNone	fInclude
fgIsA	fIncludeVect
fVersion	fCode
fVersionVect	fEmbed
fChecksum	fReadFuncPtr
fChecksumVect	fReadRawFuncPtr
fSourceClass	fRuleType
fTargetClass	fAttributes
fTarget	
fTargetVect	
Streamer	IsValid
TSchemaRule	SetCode
@~TSchemaRule	GetCode
TSchemaRule	SetAttributes
operator=	GetAttributes
operator==	HasTarget
Clear	HasSource
SetFromRule	SetReadFunctionPointer
GetVersion	GetReadFunctionPointer
SetVersion	SetReadRawFunctionPointer
TestVersion	GetReadRawFunctionPointer
SetChecksum	SetInclude
TestChecksum	GetInclude
SetSourceClass	SetRuleType
GetSourceClass	GetRuleType
SetTargetClass	Conflicts
GetTargetClass	AsString
SetTarget	Is
GetTarget	Class
GetTargetString	Class_Name
SetSource	IsA
GetSource	ShowMembers
SetEmbed	StreamerNVirtual
GetEmbed	ProcessVersion
IsAliasRule	ProcessChecksum
IsRenameRule	