

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@[2]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[0]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[0]
@~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@[0]	

TBuffer				
kRead	kInitialSize	fVersion	fBufMax	
kWrite	kMinimalSize	fBufSize	fParent	
kIsOwner	fgIsA	fBuffer	fReAllocFunc	
kCannotHandleMoreData	fMode	fBufCur	fCacheStack	
Streamer	SetByteCount	ReadArray	WriteArray	ReadFloat
TBuffer	SkipVersion	ReadArray	WriteArray	ReadDouble
TBuffer	ReadVersion	ReadArray	WriteArray	ReadCharP
operator=	ReadVersionNoClass	ReadArray	WriteArray	ReadTString
Read	ReadVersionForm	ReadArray	WriteArray	ReadStdString
Write	WriteVersion	ReadArrayFloat16	WriteArray	WriteBool
Write	WriteVersionMem	ReadArrayDouble32	WriteArray	WriteChar
TBuffer	ReadObjectAny	ReadStaticArray	WriteArray	WriteUChar
TBuffer	SkipObjectAny	ReadStaticArray	WriteArray	WriteShort
TBuffer	TagStreamerInfo	ReadStaticArray	WriteArray	WriteUShort
@~TBuffer	IncrementLevel	ReadStaticArray	WriteArray	WriteInt
GetBufferVersion	SetStreamerElement	ReadStaticArray	WriteArrayFloat16	WriteUInt
IsReading	DecrementLevel	ReadStaticArray	WriteArrayDouble32	WriteLong
IsWriting	ClassBegin	ReadStaticArray	WriteFastArray	WriteULong
SetReadMode	ClassEnd	ReadStaticArray	WriteFastArray	WriteLong64
SetWriteMode	ClassMember	ReadStaticArray	WriteFastArrayStream	WriteULong64
SetBuffer	GetInfo	ReadStaticArray	WriteFastArray	WriteFloat
GetReAllocFunc	PeekDataCache	ReadStaticArray	WriteFastArray	WriteDouble
SetReAllocFunc	PopDataCache	ReadStaticArray	WriteFastArray	WriteCharP
SetBufferOffset	PushDataCache	ReadStaticArray	WriteFastArray	WriteTString
SetParent	ReadClass	ReadStaticArrayFloat16	WriteFastArray	WriteStdString
GetParent	WriteClass	ReadStaticArrayDouble32	WriteFastArray	GetLastProcessID
Buffer	ReadObject	ReadFastArray	WriteFastArray	GetTRefExecId
BufferSize	WriteObject	ReadFastArray	WriteFastArray	ReadProcessID
DetachBuffer	WriteObjectAny	ReadFastArrayStream	WriteFastArray	WriteProcessID
Length	GetPidOffset	ReadFastArray	WriteFastArray	ForceWriteInfo
Expand	SetPidOffset	ReadFastArray	WriteFastArray	ForceWriteInfoClones
AutoExpand	GetBufferDisplacement	ReadFastArray	WriteFastArrayFloat16	ReadClones
CheckObject	SetBufferDisplacement	ReadFastArray	WriteFastArrayDouble32	WriteClones
CheckObject	SetBufferDisplacement	ReadFastArray	WriteFastArray	ReadClassEmulated
ReadBuf	ReadFloat16	ReadFastArray	WriteFastArray	ReadClassBuffer
WriteBuf	WriteFloat16	ReadFastArray	StreamObject	ReadClassBuffer
ReadString	ReadDouble32	ReadFastArray	StreamObject	WriteClassBuffer
WriteString	WriteDouble32	ReadFastArray	StreamObject	ApplySequence
GetVersionOwner	ReadWithFactor	ReadFastArray	StreamObject	ApplySequenceVecPtr
GetMapCount	ReadWithNbits	ReadFastArray	ReadBool	ApplySequence
GetMappedObject	ReadWithFactor	ReadFastArrayFloat16	ReadChar	GetClass
MapObject	ReadWithNbits	ReadFastArrayDouble32	ReadChar	GetClass
MapObject	ReadArray	ReadFastArrayWriteFast	ReadShort	Class
Reset	ReadArray	ReadFastArrayWriteFast	ReadUShort	Class_Name
InitMap	ReadArray	ReadFastArrayWriteFast	ReadDtor	IsA
ResetMap	ReadArray	ReadFastArrayWriteFast	ReadUInt	
SetReadParam	ReadArray	ReadFastArray	ReadLong	
SetWriteParam	ReadArray	ReadFastArray	ReadULong	
CheckByteCount	ReadArray	WriteArray	ReadLong64	
CheckByteCount	ReadArray	WriteArray	ReadULong64	