

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@[[@]	

TNamed
fgIsA
fName
fTitle
Streamer
TNamed
TNamed
TNamed
operator=
@~TNamed
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA

TDirectory		
fgAddDirectory	fList	fContext
fgIsA	fUUID	
fMother	fPathBuffer	
Streamer	FindObjectAny	ReadAll
cd1	FindObjectAnyFile	ReadKeys
Cd1	Get	ReadToObject
CleanTargets	GetDirectory	Remove
FillFullPath	GetObjectChecked	RecursiveRemove
RegisterContext	GetObjectChecked	rmdir
UnregisterContext	GetObjectUnchecked	Save
TDirectory	GetBufferSize	SaveObjectAs
operator=	GetFile	SaveSelf
TDirectory	GetKey	SetBufferSize
TDirectory	GetList	SetModified
@~TDirectory	GetListOfKeys	SetMother
AddDirectory	GetMother	SetName
AddDirectoryStatus	GetMotherDir	SetTRefAction
Append	GetNbytesKeys	SetSeekDir
Add	GetNkeys	SetWritable
AppendKey	GetSeekDir	Sizeof
Browse	GetSeekParent	Write
Build	GetSeekKeys	Write
Clear	GetPathStatic	WriteToObject
CloneObject	GetPath	WriteObject
Close	GetUUID	WriteObjectAny
CurrentDirectory	IsFolder	WriteObjectAny
Copy	IsModified	WriteDirHeader
cd	IsWritable	WriteKeys
DeleteAll	Is	Cd
Delete	mkdir	DecodeNameCycle
Draw	OpenFile	EncodeNameCycle
FindKey	Paint	Class
FindKeyAny	Print	Class_Name
FindObject	Purge	IsA
FindObject	pwd	