

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

TEntryList	
kBlockSize	fFileName
fgIsA	fStringHash
fLists	fTreeNumber
fCurrent	fLastIndexQueried
fNBlocks	fLastIndexReturned
fBlocks	fShift
fN	fDirectory
fEntriesToProcess	fReapply
fTreeName	
operator=	Merge
GetFileName	Next
TEntryList	OptimizeStorage
TEntryList	RelocatePaths
TEntryList	Remove
TEntryList	Reset
TEntryList	ScanPaths
TEntryList	Print
@~TEntryList	SetDirectory
Add	SetEntriesToProcess
Contains	SetShift
DirectoryAutoAdd	SetTree
Enter	SetTree
GetCurrentList	SetTreeName
GetEntryList	SetFileName
GetEntry	SetTreeNumber
GetEntryAndTree	SetReapplyCut
GetEntriesToProcess	Subtract
GetLists	Relocate
GetDirectory	Scan
GetN	Class
GetTreeName	Class_Name
GetFileName	IsA
GetTreeNumber	ShowMembers
GetReapplyCut	