

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

TKey	
kIsDirectoryFile	fSeekPdir
fgIsA	fClassName
fVersion	fLeft
fNbytes	fBuffer
fObjlen	fBufferRef
fDatetime	fPidOffset
fKeylen	fMotherDir
fCycle	
fSeekKey	
Streamer	GetKeylen
TKey	GetMotherDir
operator=	GetNbytes
Read	GetObjlen
Create	GetVersion
Build	GetSeekKey
Reset	GetSeekPdir
WriteFileKeepBuffer	Hash
TKey	IncrementPidOffset
TKey	IsFolder
TKey	Keep
TKey	Is
TKey	Print
TKey	Read
TKey	ReadObj
TKey	ReadObjWithBuffer
@~TKey	ReadObjectAny
Browse	ReadBuffer
Delete	ReadKeyBuffer
DeleteBuffer	ReadFile
FillBuffer	SetBuffer
GetClassName	SetParent
GetIconName	SetMotherDir
GetTitle	Sizeof
GetBuffer	WriteFile
GetBufferRef	Class
GetCycle	Class_Name
GetDatetime	IsA
GetFile	
GetKeep	