

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@[[@]	

TMapFile	
fgMapAddress	fLast
fgMmallocDesc	fOffset
kDefaultMapSize	fDirectory
fgIsA	fBrowseList
fFd	fWritable
fVersion	fSemaphore
fName	fhSemaphore
fTitle	fGetting
fOption	fWritten
fMmallocDesc	fSumBuffer
fBaseAddr	fSum2Buffer
fSize	
fFirst	
Streamer	GetName
TMapFile	GetSize
TMapFile	GetOption
TMapFile	GetTitle
operator=	GetFirst
FindShadowMapFile	GetLast
InitDirectory	IsFolder
Remove	IsWritable
Remove	OrgAddress
SumBuffer	Print
GetBestBuffer	Is
CreateSemaphore	cd
AcquireSemaphore	Add
ReleaseSemaphore	Update
DeleteSemaphore	Remove
MapToAddress	Remove
@~TMapFile	RemoveAll
operator delete	Get
Browse	Create
Close	WhichMapFile
GetBaseAddr	SetMapAddress
GetBreakval	Class
GetDirectory	Class_Name
GetFd	IsA
GetMmallocDesc	