

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@[[@]	

TMethodCall	
kLong	fClass
kDouble	fMetPtr
kString	fMethod
kOther	fParams
kNoReturnType	fProto
kNone	fDtorOnly
fgIsA	fRetType
fFunc	
fOffset	
Streamer	SetParamPtrs
Execute	ResetParam
Execute	SetParam
InitImplementation	SetParam
TMethodCall	SetParam
TMethodCall	SetParam
TMethodCall	SetParam
TMethodCall	Execute
TMethodCall	Execute
TMethodCall	Execute
operator=	Execute
@~TMethodCall	Execute
Init	Execute
Init	Execute
Init	Execute
Init	Execute
InitWithPrototype	Execute
InitWithPrototype	Execute
IsValid	Execute
Clone	Execute
CallDtorOnly	Execute
GetMethod	Execute
GetMethodName	Class
GetParams	Class_Name
GetProto	IsA
GetCallFunc	ShowMembers
ReturnType	