

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@[[@]	

TVirtualTreePlayer	
fgPlayer	fgIsA
fgCurrent	
kMaxEntries	
Streamer	GetW
TVirtualTreePlayer	MakeClass
@~TVirtualTreePlayer	MakeCode
BuildIndex	MakeProxy
CopyTree	MakeReader
DrawScript	Principal
DrawSelect	Process
Fit	Process
GetDimension	Scan
GetHistogram	Query
GetNfill	SetEstimate
GetEntries	SetTree
GetSelectedRows	StartViewer
GetSelect	UnbinnedFit
GetVar	UpdateFormulaLeaves
GetVar1	GetCurrentPlayer
GetVar2	TreePlayer
GetVar3	SetPlayer
GetVar4	Class
GetVal	Class_Name
GetV1	IsA
GetV2	ShowMembers
GetV3	StreamerNVirtual
GetV4	