## TNamed

**fName**
**fTitle**
**fgIsA**

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

## TKey

| | |
|---|---|
| **fVersion** | **fSeekPdir** |
| **fNbytes** | **fClassName** |
| **fObjlen** | **fLeft** |
| **fDatime** | **fBuffer** |
| **fKeylen** | **fBufferRef** |
| **fCycle** | **fgIsA** |
| **fSeekKey** | |
| | |
| **@~TKey** | **GetVersion** |
| **Create** | **GetSeekKey** |
| **Read** | **GetSeekPdir** |
| **TKey** | **Hash** |
| **TKey** | **IsFolder** |
| **TKey** | **Keep** |
| **TKey** | **Is** |
| **TKey** | **Print** |
| **TKey** | **Read** |
| **Browse** | **ReadObj** |
| **Delete** | **ReadObjectAny** |
| **DeleteBuffer** | **ReadBuffer** |
| **FillBuffer** | **ReadFile** |
| **GetClassName** | **SetBuffer** |
| **GetIconName** | **SetParent** |
| **GetTitle** | **Sizeof** |
| **GetBuffer** | **WriteFile** |
| **GetBufferRef** | Class |
| **GetCycle** | Class_Name |
| **GetDatime** | IsA |
| **GetKeep** | ShowMembers |
| **GetKeylen** | Streamer |
| **GetNbytes** | StreamerNVirtual |
| **GetObjlen** | |

## TBasket

**fBufferSize**
**fNevBufSize**
**fNevBuf**
**fLast**
**fHeaderOnly**
**fDisplacement**
**fEntryOffset**
**fBranch**
**fgIsA**

**@~TBasket**
**TBasket**
**TBasket**
**AdjustSize**
**DeleteEntryOffset**
**DropBuffers**
**GetBranch**
**GetBufferSize**
**GetDisplacement**
**GetEntryOffset**
**GetEntryPointer**
**GetNevBuf**
**GetNevBufSize**
**GetLast**
**MoveEntries**
PrepareBasket
ReadBasketBuffers
ReadBasketBytes
**SetBranch**
**SetNevBufSize**
**SetReadMode**
**SetWriteMode**
Update
Update
**WriteBuffer**
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

## TBasketSQL

**fResultPtr**
**fRowPtr**
**fInsertQuery**
**fgIsA**

**@~TBasketSQL**
**TBasketSQL**
**TBasketSQL**
**PrepareBasket**
**ReadBasketBuffers**
**ReadBasketBytes**
**GetResultSet**
**CreateBuffer**
**Update**
**Class**
**Class_Name**
**IsA**
**ShowMembers**
**Streamer**
**StreamerNVirtual**