TObject

fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	

@~TObject	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[@
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[@
AppendPad	InheritsFrom	SetBit
Browse	Inspect	SetBit
ClassName	IsFolder	ResetBit
Clear	IsEqual	TestBit
Clone	IsSortable	TestBits
Compare	IsOnHeap	InvertBit
Copy	IsZombie	Info
Delete	Notify	Warning
DistancetoPrimitive	Paint	Error
Draw	Pop	SysError
DrawClass	Print	Fatal
DrawClone	Read	AbstractMethod
Dump	RecursiveRemove	MayNotUse
Execute	SavePrimitive	GetDtorOnly
Execute	SetDrawOption	SetDtorOnly
ExecuteEvent	SetUniqueID	GetObjectStat
FindObject	UseCurrentStyle	SetObjectStat
FindObject	Write	Class
GetDrawOption	Write	Class_Name
GetUniqueID	operator new	IsA
GetName	operator new@[@]	ShowMembers
GetIconName		

TBuffer

fMode	fMapCount	fInfo	kMinimalSize	kUser2
fVersion	fMapSize	fInfos	kMapSize	kUser3
fBufSize	fDisplacement	fgMapSize	kStreamedMemberWise	fgIsA
fBuffer	fMap	kRead	kNotDecompressed	
fBufCur	fClassMap	kWrite	kIsOwner	
fBufMax	fParent	kInitialSize	kUser1	

@~TBuffer	CheckByteCount	ReadArray	WriteArray	operator@>@>
TBuffer	CheckByteCount	ReadArray	WriteArray	operator@>@>
TBuffer	SetByteCount	ReadArray	WriteArray	operator@>@>
operator=	ReadVersion	ReadArray	WriteArray	operator@>@>
CheckByteCount	WriteVersion	ReadArrayDouble32	WriteArray	operator@>@>
CheckCount	WriteVersionMemberWise	ReadStaticArray	WriteArray	operator@>@>
CheckObject	ReadObjectAny	ReadStaticArray	WriteArray	operator@>@>
Expand	SkipObjectAny	ReadStaticArray	WriteArray	operator@>@>
Read	IncrementLevel	ReadStaticArray	WriteArray	operator@>@>
Write	SetStreamerElementNumber	ReadStaticArray	WriteArray	operator@<@<
Write	DecrementLevel	ReadStaticArray	WriteArray	operator@<@<
WriteObject	GetInfo	ReadStaticArray	WriteArray	operator@<@<
TBuffer	IsReading	ReadStaticArray	WriteArrayDouble32	operator@<@<
TBuffer	IsWriting	ReadStaticArray	WriteFastArray	operator@<@<
TBuffer	ReadBuf	ReadStaticArray	WriteFastArray	operator@<@<
GetMapCount	WriteBuf	ReadStaticArray	WriteFastArrayString	operator@<@<
GetBufferVersion	ReadString	ReadStaticArray	WriteFastArray	operator@<@<
GetMappedObject	WriteString	ReadStaticArray	WriteFastArray	operator@<@<
MapObject	ReadClass	ReadStaticArrayDouble32	WriteFastArray	operator@<@<
MapObject	WriteClass	ReadFastArray	WriteFastArray	operator@<@<
Reset	ReadObject	ReadFastArray	WriteFastArray	operator@<@<
InitMap	WriteObject	ReadFastArrayString	WriteFastArray	operator@<@<
ResetMap	WriteObjectAny	ReadFastArray	WriteFastArray	operator@<@<
SetReadMode	SetBufferDisplacement	ReadFastArray	WriteFastArray	operator@<@<
SetReadParam	SetBufferDisplacement	ReadFastArray	WriteFastArray	SetGlobalReadParam
SetWriteMode	GetBufferDisplacement	ReadFastArray	WriteFastArray	SetGlobalWriteParam
SetWriteParam	ReadDouble32	ReadFastArray	WriteFastArray	GetGlobalReadParam
SetBuffer	WriteDouble32	ReadFastArray	WriteFastArrayDouble32	GetGlobalWriteParam
SetBufferOffset	ReadArray	ReadFastArray	WriteFastArray	GetClass
SetParent	ReadArray	ReadFastArray	WriteFastArray	GetClass
GetParent	ReadArray	ReadFastArray	StreamObject	Class
Buffer	ReadArray	ReadFastArray	StreamObject	Class_Name
BufferSize	ReadArray	ReadFastArray	StreamObject	IsA
DetachBuffer	ReadArray	ReadFastArrayDouble32	operator@>@>	ShowMembers
Length	ReadArray	ReadFastArray	operator@>@>	
CheckObject	ReadArray	ReadFastArray	operator@>@>	
CheckObject	ReadArray	WriteArray	operator@>@>	