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	Ls	Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRemove	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	ShowMembers
GetIconName	operator new@[@]	

TDataSetIter

fNext	fRootDataSet
fNextSet[100]	fWorkingDataSet
fDepth	fgNullDataSet
fMaxDepth	fgIsA
fDataSet	

@~TDataSetIter	Ls
NextDataSet	Ls
NextDataSet	ls
GetNullSet	ls
TDataSetIter	ls
TDataSetIter	Mkdir
Add	Md
Add	Path
Add	Path
Cd	Pwd
Cd	Rmdir
operator()	Rmdir
operator()	Rd
operator@[@]	Shunt
GetDepth	Shunt
Cwd	Shunt
Dir	Next
Du	Next
Df	Notify
Find	Notify
FindByPath	GetOption
FindDataSet	Reset
FindByName	operator*
FindByTitle	Class
FindDataSet	Class_Name
FindByPointer	IsA
FindObject	ShowMembers
FindObject	Streamer
Flag	StreamerNVirtual
Flag	
Flag	