## TObject

**fUniqueID**
**fBits**
**fgDtorOnly**
**fgObjectStat**
**kCanDelete**
**kMustCleanup**
~~**kObjInCanvas**~~

**kIsReferenced**
**kHasUUID**
**kCannotPick**
**kNoContextMenu**
**kInvalidObject**
**kIsOnHeap**
~~**kNotDeleted**~~

**kZombie**
**kBitMask**
**kSingleKey**
**kOverwrite**
**kWriteDelete**
**fgIsA**

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**@~TObject**
**MakeZombie**
**DoError**
**TObject**
**TObject**
operator=
**AppendPad**
**Browse**
**ClassName**
Clear
Clone
Compare
Copy
**Delete**
**DistancetoPrimitive**
**Draw**
**DrawClass**
**DrawClone**
**Dump**
**Execute**
**Execute**
**ExecuteEvent**
**FindObject**
**FindObject**
**GetDrawOption**
**GetUniqueID**
GetName
**GetIconName**

**GetOption**
**GetObjectInfo**
GetTitle
**HandleTimer**
Hash
**InheritsFrom**
**InheritsFrom**
**Inspect**
**IsFolder**
**IsEqual**
IsSortable
**IsOnHeap**
**IsZombie**
**Notify**
Is
**Paint**
**Pop**
Print
**Read**
**RecursiveRemove**
**SavePrimitive**
**SetDrawOption**
**SetUniqueID**
**UseCurrentStyle**
**Write**
**Write**
**operator new**
**operator new@[@]**

**operator new**
**operator new@[@]**
**operator delete**
**operator delete@[@]**
**operator delete**
**operator delete@[@]**
**SetBit**
**SetBit**
**ResetBit**
**TestBit**
**TestBits**
**InvertBit**
**Info**
**Warning**
**Error**
**SysError**
**Fatal**
**AbstractMethod**
**MayNotUse**
**GetDtorOnly**
**SetDtorOnly**
**GetObjectStat**
**SetObjectStat**
Class
Class_Name
IsA
ShowMembers

## TNamed

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

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**@~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

## TFriendElement

**fParentTree**
**fTree**
**fFile**
**fTreeName**
**fOwnFile**
**kFromChain**
**fgIsA**

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**@~TFriendElement**
**TFriendElement**
**TFriendElement**
**TFriendElement**
**TFriendElement**
**Connect**
**DisConnect**
**GetFile**
**GetParentTree**
**GetTree**
**GetTreeName**
**Is**
**Class**
**Class_Name**
**IsA**
**ShowMembers**
**Streamer**
**StreamerNVirtual**