

| 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 | Is               | 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@[@] |                     |

| 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    |                  |