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	s	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

TLeaf

fNdata	fLeafCount
fLen	fBranch
fLenType	kIndirectAddress
fOffset	kNewValue
fIsRange	fgIsA
fIsUnsigned	

@~TLeaf	IsRange
TLeaf	IsUnsigned
TLeaf	PrintValue
Browse	ReadBasket
Export	ReadBasketExport
FillBasket	ReadValue
GetBranch	ResetAddress
GetLeafCount	SetAddress
GetLeafCounter	SetBranch
GetLen	SetLeafCount
GetLenStatic	SetLen
GetLenType	SetOffset
GetMaximum	SetRange
GetMinimum	SetUnsigned
GetNdata	Class
GetOffset	Class_Name
GetValuePointer	IsA
GetTypeName	ShowMembers
GetValue	Streamer
Import	StreamerNVirtual
IsOnTerminalBranch	

TLeafI

fMinimum
fMaximum
fValue
fPointer
fgIsA

@~TLeafI
TLeafI
TLeafI
Export
FillBasket
GetTypeName
GetMaximum
GetMinimum
GetValue
GetValuePointer
Import
PrintValue
ReadBasket
ReadBasketExport
ReadValue
SetAddress
SetMaximum
SetMinimum
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual