TObject

fUniqueID
fBits
fgDtorOnly
fgObjectStat
kCanDelete
kMustCleanup
kObjInCanvas

kIsReferenced
kHasUUID
kCannotPick
kNoContextMenu
kInvalidObject
kIsOnHeap
kNotDeleted

kZombie
kBitMask
kSingleKey
kOverwrite
kWriteDelete
fgIsA

@~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

TVirtualTreePlayer

fgPlayer
fgCurrent

fgIsA

@~TVirtualTreePlayer
BuildIndex
CopyTree
DrawScript
DrawSelect
Fit
GetDimension
GetHistogram
GetNfill
GetSelectedRows
GetSelect
GetVar1
GetVar2
GetVar3
GetVar4
GetV1
GetV2
GetV3
GetV4
GetW
MakeClass

MakeCode
MakeProxy
Principal
Process
Process
Scan
Query
SetEstimate
SetTree
StartViewer
UnbinnedFit
UpdateFormulaLeaves
GetCurrentPlayer
TreePlayer
SetPlayer
Class
Class_Name
IsA
ShowMembers
Streamer