TObject

fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fgIsA
fgDtorOnly	kBitMask	
fgObjectStat	kSingleKey	
kIsOnHeap	kOverwrite	

MakeZombie	GetOption	operator new
DoError	GetObjectInfo	operator new[]
TObject	GetTitle	operator delete
TObject	HandleTimer	operator delete[]
operator=	Hash	SetBit
AppendPad	InheritsFrom	SetBit
Browse	InheritsFrom	ResetBit
ClassName	Inspect	TestBit
Clear	IsFolder	TestBits
Clone	IsEqual	InvertBit
Compare	IsSortable	Info
Copy	IsOnHeap	Warning
Delete	IsZombie	Error
DistancetoPrimitive	Notify	SysError
Draw	Is	Fatal
DrawClass	Paint	AbstractMethod
DrawClone	Pop	MayNotUse
Dump	Print	GetDtorOnly
Execute	Read	SetDtorOnly
Execute	RecursiveRemove	GetObjectStat
ExecuteEvent	SavePrimitive	SetObjectStat
FindObject	SetDrawOption	Class
FindObject	SetUniqueID	Class_Name
GetDrawOption	UseCurrentStyle	IsA
GetUniqueID	Write	ShowMembers
GetName	operator new	Streamer
GetIconName	operator new[]	

TNamed

fName
fTitle
fgIsA

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
Streamer

TKey

fVersion	fSeekPdir
fNbytes	fClassName
fObjlen	fLeft
fDatime	fBuffer
fKeylen	fBufferRef
fCycle	fgIsA
fSeekKey	

Create	GetSeekPdir
Read	Hash
TKey	IsFolder
TKey	Keep
TKey	Is
TKey	Print
TKey	Read
Browse	ReadObj
Delete	ReadBuffer
DeleteBuffer	ReadFile
FillBuffer	SetBuffer
GetClassName	SetParent
GetBuffer	Sizeof
GetBufferRef	WriteFile
GetCycle	Class
GetKeep	Class_Name
GetKeylen	IsA
GetNbytes	ShowMembers
GetObjlen	Streamer
GetVersion	StreamerNVirtual
GetSeekKey	