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[]	

TBuffer

fMode	fMapCount	kIsOwner	kMapSize
fVersion	fMapSize	fgMapSize	fgIsA
fBufSize	fDisplacement	kRead	
fBuffer	fMap	kWrite	
fBufCur	fClassMap	kInitialSize	
fBufMax	fParent	kMinimalSize	

TBuffer	ReadClass	ReadFastArray	operator>>
TBuffer	WriteClass	ReadFastArray	operator>>
operator=	ReadObject	ReadFastArray	operator>>
CheckCount	WriteObject	ReadFastArray	operator>>
CheckObject	ReadObjectAny	ReadFastArray	operator>>
Expand	WriteObjectAny	ReadFastArray	operator>>
Read	SetBufferDisplacement	ReadFastArray	operator>>
Write	SetBufferDisplacement	ReadFastArray	operator>>
WriteObject	GetBufferDisplacement	ReadFastArray	operator>>
TBuffer	ReadArray	WriteArray	operator>>
TBuffer	ReadArray	WriteArray	operator>>
TBuffer	ReadArray	WriteArray	operator>>
MapObject	ReadArray	WriteArray	operator>>
MapObject	ReadArray	WriteArray	operator<<
Reset	ReadArray	WriteArray	operator<<
InitMap	ReadArray	WriteArray	operator<<
ResetMap	ReadArray	WriteArray	operator<<
SetReadMode	ReadArray	WriteArray	operator<<
SetReadParam	ReadArray	WriteArray	operator<<
SetWriteMode	ReadArray	WriteArray	operator<<
SetWriteParam	ReadArray	WriteArray	operator<<
SetBuffer	ReadArray	WriteArray	operator<<
SetBufferOffset	ReadStaticArray	WriteFastArray	operator<<
SetParent	ReadStaticArray	WriteFastArray	operator<<
GetParent	ReadStaticArray	WriteFastArray	operator<<
Buffer	ReadStaticArray	WriteFastArray	operator<<
BufferSize	ReadStaticArray	WriteFastArray	operator<<
DetachBuffer	ReadStaticArray	WriteFastArray	SetGlobalReadParam
Length	ReadStaticArray	WriteFastArray	SetGlobalWriteParam
CheckByteCount	ReadStaticArray	WriteFastArray	GetGlobalReadParam
SetByteCount	ReadStaticArray	WriteFastArray	GetGlobalWriteParam
IsReading	ReadStaticArray	WriteFastArray	GetClass
IsWriting	ReadStaticArray	WriteFastArray	GetClass
ReadBuf	ReadStaticArray	WriteFastArray	Class
WriteBuf	ReadStaticArray	WriteFastArray	Class_Name
ReadString	ReadFastArray	StreamObject	IsA
WriteString	ReadFastArray	StreamObject	ShowMembers
ReadVersion	ReadFastArray	StreamObject	Streamer
WriteVersion	ReadFastArray	operator>>	

TMessage

fWhat
fClass
fgIsA

TMessage
operator=
TMessage
SetLength
TMessage
Forward
GetClass
Reset
Reset
What
SetWhat
Class
Class_Name
IsA
ShowMembers
Streamer