TObject

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

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
operator new
operator new
operator delete
SetBit
SetBit
ResetBit
TestBit
TestBits
InvertBit
Info
Warning
Error
SysError
Fatal
AbstractMethod
MayNotUse
GetDtorOnly
SetDtorOnly
GetObjectStat
SetObjectStat
Class
Class_Name
IsA
ShowMembers
Streamer

TVirtualTreePlayer

fgPlayer
fgIsA

CopyTree
DrawSelect
Fit
GetDimension
GetHistogram
GetNextPacket
GetNfill
GetSelectedRows
GetMultiplicity
GetSelect
GetVar1
GetVar2
GetVar3
GetVar4
GetV1
GetV2
GetV3
GetW
Loop
MakeClass
MakeCode
Principal
Process
Process
Scan
Query
SetEstimate
SetPacketSize
SetTree
StartViewer
UnbinnedFit
UpdateFormulaLeaves
TreePlayer
SetPlayer
Class
Class_Name
IsA
ShowMembers
Streamer