

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	vs	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@[@@]	

TBuffer					MemberWiseS
fMode	fMapCount	fInfo	kInitialSize	kCannotHandle	
fVersion	fMapSize	fInfos	kMinimalSize	kUser1	
fBufSize	fDisplacement	fPidOffset	kMapSize	kUser2	
fBuffer	fMap	fgMapSize	kStreamedMember	kUser3	
fBufCur	fClassMap	kRead	kNotDecompressed	fgIsA	
fBufMax	fParent	kWrite	kIsOwner		
@~TBuffer	CheckByteCount	ReadArray	WriteArray	operator @>@>	
TBuffer	SetByteCount	ReadArray	WriteArray	operator @>@>	
TBuffer	ReadVersion	ReadArray	WriteArray	operator @>@>	
operator=	WriteVersion	ReadArray	WriteArray	operator @>@>	
CheckByteCount	WriteVersionMember	ReadArrayDouble	WriteArray	operator @>@>	
CheckCount	ReadObjectAny	ReadStaticArray	WriteArray	operator @>@>	
CheckObject	SkipObjectAny	ReadStaticArray	WriteArray	operator @>@>	
Expand	IncrementLevel	ReadStaticArray	WriteArray	operator @>@>	
Read	SetStreamerElement	ReadStaticArray	WriteArray	operator @>@>	
Write	DecrementLevel	ReadStaticArray	WriteArray	operator @<@<	
Write	GetInfo	ReadStaticArray	WriteArray	operator @<@<	
WriteObject	IsReading	ReadStaticArray	WriteArrayDouble	operator @<@<	
TBuffer	IsWriting	ReadStaticArray	WriteFastArray	operator @<@<	
TBuffer	ReadBuf	ReadStaticArray	WriteFastArray	operator @<@<	
TBuffer	WriteBuf	ReadStaticArray	WriteFastArrayStream	operator @<@<	
GetMapCount	ReadString	ReadStaticArray	WriteFastArray	operator @<@<	
GetBufferVersion	WriteString	ReadStaticArray	WriteFastArray	operator @<@<	
GetMappedObject	ReadClass	ReadStaticArray	WriteFastArray	operator @<@<	
MapObject	WriteClass	ReadStaticArrayDouble	WriteFastArray	operator @<@<	
MapObject	ReadObject	ReadFastArray	WriteFastArray	operator @<@<	
Reset	WriteObject	ReadFastArray	WriteFastArray	operator @<@<	
InitMap	WriteObjectAny	ReadFastArrayStream	WriteFastArray	operator @<@<	
ResetMap	GetPidOffset	ReadFastArray	WriteFastArray	operator @<@<	
SetReadMode	SetPidOffset	ReadFastArray	WriteFastArray	SetGlobalReadParam	
SetReadParam	GetBufferDisplacement	ReadFastArray	WriteFastArray	SetGlobalWriteParam	
SetWriteMode	SetBufferDisplacement	ReadFastArray	WriteFastArray	GetGlobalReadParam	
SetWriteParam	SetBufferDisplacement	ReadFastArray	WriteFastArrayDouble	GetGlobalWriteParam	
SetBuffer	ReadDouble32	ReadFastArray	WriteFastArray	GetClass	
SetBufferOffset	WriteDouble32	ReadFastArray	WriteFastArray	GetClass	
SetParent	ReadArray	ReadFastArray	StreamObject	Class	
GetParent	ReadArray	ReadFastArray	StreamObject	Class_Name	
Buffer	ReadArray	ReadFastArray	StreamObject	IsA	
BufferSize	ReadArray	ReadFastArray	StreamObject	ShowMembers	
DetachBuffer	ReadArray	ReadFastArrayDouble	operator @>@>		
Length	ReadArray	ReadFastArray	operator @>@>		
CheckObject	ReadArray	ReadFastArray	operator @>@>		
CheckObject	ReadArray	WriteArray	operator @>@>		
CheckByteCount	ReadArray	WriteArray	operator @>@>		