

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	Is	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@[[@]	

TRefTable	
fNumPIDs	fSize
fAllocSize	fParents
fN	fOwner
fParentIDs	fProcessGUIDs
fParentID	fMapPIDtoInternal
fDefaultSize	fgRefTable
fUID	fgIsA
fUIDContext	
@~TRefTable	GetParent
AddInternalIdxForPID	GetParents
ExpandForIID	GetUID
ExpandPIDs	GetUIDContext
FindPIDGUID	Notify
GetInternalIdxForPID	ReadBuffer
GetInternalIdxForPID	Reset
TRefTable	SetParent
TRefTable	SetRefTable
Add	SetUID
Clear	Class
Expand	Class_Name
FillBuffer	IsA
GetRefTable	ShowMembers
GetNumPIDs	Streamer
GetSize	StreamerNVirtual
GetN	
GetOwner	