

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		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				
fMode	fMapSize	fPidOffset	kStreamedMemberWise	fgIsA
fVersion	fDisplacement	fgMapSize	kNotDecompressed	fgIsA
fBufSize	fMap	kRead	kIsOwner	
fBuffer	fClassMap	kWrite	kCannotHandleMemberWiseStream	
fBufCur	fParent	kInitialSize	kTextBasedStreaming	
fBufMax	fInfo	kMinimalSize	kUser1	
fMapCount	fInfos	kMapSize	kUser2	
@~TBuffer	CheckByteCount	ReadArray	ReadFastArray	operator@>@>
TBuffer	SetByteCount	ReadArray	WriteArray	operator@>@>
TBuffer	ReadVersion	ReadArray	WriteArray	operator@>@>
operator=	WriteVersion	ReadArray	WriteArray	operator@>@>
CheckByteCount	WriteVersionMemberWise	ReadArray	WriteArray	operator@>@>
CheckCount	ReadObjectAny	ReadArray	WriteArray	operator@>@>
CheckObject	SkipObjectAny	ReadArray	WriteArray	operator@>@>
Expand	IncrementLevel	ReadArrayDouble32	WriteArray	operator@>@>
Read	SetStreamerElementStatic	ReadStaticArray	WriteArray	operator@>@>
Write	DecrementLevel	ReadStaticArray	WriteArray	operator@>@>
Write	GetInfo	ReadStaticArray	WriteArray	operator@>@>
WriteObject	ClassBegin	ReadStaticArray	WriteArray	operator@>@>
TBuffer	ClassEnd	ReadStaticArray	WriteArray	operator@<@<
TBuffer	ClassMember	ReadStaticArray	WriteArray	operator@<@<
TBuffer	IsReading	ReadStaticArray	WriteArrayDouble32	operator@<@<
GetMapCount	IsWriting	ReadStaticArray	WriteFastArray	operator@<@<
GetBufferVersion	ReadBuf	ReadStaticArray	WriteFastArray	operator@<@<
GetMappedObject	WriteBuf	ReadStaticArray	WriteFastArrayStream	operator@<@<
MapObject	ReadString	ReadStaticArray	WriteFastArray	operator@<@<
MapObject	WriteString	ReadStaticArray	WriteFastArray	operator@<@<
Reset	ReadClass	ReadStaticArray	WriteFastArray	operator@<@<
InitMap	WriteClass	ReadStaticArrayDouble32	WriteFastArray	operator@<@<
ResetMap	ReadObject	ReadFastArray	WriteFastArray	operator@<@<
SetReadMode	WriteObject	ReadFastArray	WriteFastArray	operator@<@<
SetReadParam	WriteObjectAny	ReadFastArrayStream	WriteFastArray	operator@<@<
SetWriteMode	GetPidOffset	ReadFastArray	WriteFastArray	operator@<@<
SetWriteParam	SetPidOffset	ReadFastArray	WriteFastArray	SetGlobalReadParam
SetBuffer	GetBufferDisplacement	ReadFastArray	WriteFastArray	SetGlobalWriteParam
SetBufferOffset	SetBufferDisplacement	ReadFastArray	WriteFastArray	SetGlobalReadParam
SetParent	SetBufferDisplacement	ReadFastArray	WriteFastArrayDouble32	SetGlobalWriteParam
GetParent	ReadDouble32	ReadFastArray	WriteFastArray	GetClass
Buffer	WriteDouble32	ReadFastArray	WriteFastArray	GetClass
BufferSize	ReadArray	ReadFastArray	StreamObject	Class
DetachBuffer	ReadArray	ReadFastArray	StreamObject	Class_Name
Length	ReadArray	ReadFastArray	StreamObject	IsA
CheckObject	ReadArray	ReadFastArray	StreamObject	ShowMembers
CheckObject	ReadArray	ReadFastArrayDouble32	operator@>@>	
CheckByteCount	ReadArray	ReadFastArray	operator@>@>	

TMessage
fWhat
fClass
fCompress
fBufComp
fBufCompCur
fCompPos
fgIsA
@~TMessage
TMessage
operator=
TMessage
SetLength
TMessage
Forward
GetClass
Reset
Reset
What
SetWhat
SetCompressionLevel
GetCompressionLevel
Compress
Uncompress
CompBuffer
CompLength
Class
Class_Name
IsA
ShowMembers