

TObject			TNamed	TStreamerElement	TStreamerSTL
fUniqueID	kIsReferenced	kZombie	fName	fType	fSTLtype
fBits	kHasUUID	kBitMask	fTitle	fFactor	fCtype
fgDtorOnly	kCannotPick	kSingleKey	fgIsA	fSize	fgIsA
fgObjectStat	kNoContextMenu	kOverwrite		fArrayLength	kSTL
kCanDelete	kInvalidObject	kWriteDelete	@~TNamed	fArrayDim	kSTLstring
kMustCleanup	kIsOnHeap	fgIsA	TNamed	fMaxIndex[5]	kSTLvector
kObjInCanvas	kNotDeleted		TNamed	fOffset	kSTLlist
			TNamed	fToObjectOffset	kSTLdeque
			operator=	fNewType	kSTLmap
@~TObject	GetOption	operator new	Clear	fTypeName	kSTLmultimap
MakeZombie	GetObjectInfo	operator new@[@]	Clone	fClassObject	kSTLmultiset
DoError	GetTitle	operator delete	Compare	fStreamer	kHasRange
TObject	HandleTimer	operator delete@[@]	Copy	fMethod	fgIsA
TObject	Hash	operator delete	FillBuffer	fXmin	
operator=	InheritsFrom	operator delete@[@]	GetName	fXmax	
AppendPad	InheritsFrom	SetBit	GetTitle		
Browse	Inspect	SetBit	Hash		
ClassName	IsFolder	ResetBit	IsSortable		
Clear	isEqual	TestBit	SetName		
Clone	IsSortable	TestBits	SetNameTitle		
Compare	IsOnHeap	InvertBit	Title		
Copy	IsZombie	Info	Is		
Delete	Notify	Warning	Print		
DistantcetoPrimitives		Error	Sizeof		
Draw	Paint	SysError	Class		
DrawClass	Pop	Fatal	Class_Name		
DrawClone	Print	AbstractMethod	IsA		
Dump	Read	MayNotUse	ShowMembers		
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@[@]				