

TObject			TNamed	TLeaf	TLeafC
fUniqueID	kIsReferenced	kZombie	fName	fNdata	fMinimum
fBits	kHasUUID	kBitMask	fTitle	fLeafCount	fMaximum
fgDtorOnly	kCannotPick	kSingleKey	fIsA	fBranch	fValue
fgObjectStat	kNoContextMenu	kOverwrite		kIndirectAddress	fPointer
kCanDelete	kInvalidObject	kWriteDelete	@~TNamed	knewValue	fIsA
kMustCleanup	kIsOnHeap	fIsA	TNamed		
kOhInCanvas	kNotDeleted		TNamed		
@~TObject	GetOption	operator new	TNamed	@~TLeaf	@~TLeafC
MakeZombie	GetObjectInfo	operator new@[@]	TNamed	TLeaf	TLeafC
DoError	GetTitle	operator delete	operator=	TLeaf	Export
TObject	HandleTimer	operator delete@[@]	Clear	Browse	FillBasket
TObject	Hash	operator delete	Clone	Export	GetMaximum
operator=	InheritsFrom	operator delete@[@]	Compare	ReadBasket	GetMinimum
AppendPad	InheritsFrom	SetBit	Copy	ReadBasketExport	GetTypeName
Browse	Inspect	SetBit	FillBuffer	ResetAddress	GetValue
ClassName	IsFolder	ResetBit	GetName	SetAddress	GetValuePointer
Clear	isEqual	TestBit	GetTitle	SetBranch	GetValueString
Clone	IsSortable	TestBits	Hash	SetLeafCount	Import
Compare	IsOnHeap	InvertBit	IsSortable	SetLen	PrintValue
Copy	IsZombie	Info	SetName	SetOffset	ReadBasket
Delete	Notify	Warning	SetNameTitle	SetRange	ReadBasketExport
DistantcetoPrimitives		Error	SetTitle	SetUnsigned	ReadValue
Draw	Paint	SysError	Is	Class	SetAddress
DrawClass	Pop	Fatal	Print	Class_Name	Class
DrawClone	Print	AbstractMethod	Sizeof	IsA	Class_Name
Dump	Read	MayNotUse	Class	GetTypeMembers	IsA
Execute	RecursiveRemove	GetDtorOnly	Class_Name	ShowMembers	ShowMembers
Execute	SavePrimitive	SetDtorOnly	IsA	Streamer	Streamer
ExecuteEvent	SetDrawOption	GetObjectStat	ShowMembers	Import	StreamerNVirtual
FindObject	SetUniqueId	SetObjectStat			
FindObject	UseCurrentStyle	Class			
GetDrawOption	Write	Class_Name			
GetUniqueId	Write	IsA			
GetName	operator new	ShowMembers			
GetIconName	operator new@[@]				