TObject

fUniqueID	kIsOnHeap	kOverwrite
fBits	kNotDeleted	fgIsA
fgDtorOnly	kZombie	
fgDirLevel	kBitMask	
fgObjectStat	kSingleKey	

MakeZombie	GetTitle	operator new
TObject	HandleTimer	operator delete
TObject	Hash	SetBit
operator=	InheritsFrom	SetBit
AppendPad	InheritsFrom	ResetBit
Browse	Inspect	TestBit
ClassName	IsFolder	InvertBit
Clear	IsEqual	Warning
Clone	IsSortable	Error
Close	IsModified	SysError
Compare	IsOnHeap	Fatal
Copy	IsZombie	AbstractMethod
Delete	Notify	MayNotUse
DistancetoPrimitive	Is	DecreaseDirLevel
Draw	Modified	GetDtorOnly
DrawClass	Paint	SetDtorOnly
DrawClone	Pop	GetDirLevel
Dump	Print	SetDirLevel
Execute	Read	GetObjectStat
Execute	RecursiveRemove	SetObjectStat
ExecuteEvent	SavePrimitive	IncreaseDirLevel
GetDrawOption	SetDrawOption	IndentLevel
GetUniqueID	SetUniqueID	Class
GetName	StreamerInfo	Class_Name
GetIconName	UseCurrentStyle	IsA
GetOption	Write	ShowMembers
GetObjectInfo	operator new	

TDataSetIter

fNext	fRootDataSet
fNextSet[100]	fWorkingDataSet
fDepth	fNullDataSet
fMaxDepth	fgIsA
fDataSet	

NextDataSet	Ls
NextDataSet	ls
GetNullSet	ls
TDataSetIter	Mkdir
TDataSetIter	Md
Add	Path
Add	Path
Add	Pwd
Cd	Rmdir
Cd	Rmdir
operator()	Rd
operator()	Shunt
operator[]	Shunt
GetDepth	Shunt
Cwd	Next
Dir	Next
Du	Notify
Df	GetOption
Find	Reset
FindByPath	operator*
FindObject	Class
FindByName	Class_Name
FindObject	IsA
Flag	ShowMembers
Flag	Streamer
Flag	
Ls	