TObject

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

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

TNamed

fName
fTitle
fgIsA

~TNamed
TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

TProcessID

fCount
fObjects
fgPID
fgPIDs
fgNumber
fgIsA

~TProcessID
TProcessID
TProcessID
Clear
DecrementCount
IncrementCount
GetCount
GetObjects
GetObjectWithID
PutObjectWithID
RecursiveRemove
AddProcessID
AssignID
Cleanup
ReadProcessID
WriteProcessID
GetProcessID
GetProcessWithUID
GetSessionProcessID
GetObjectCount
IsValid
SetObjectCount
Class
Class_Name
IsA
ShowMembers
Streamer

TProcessUUID

fUUIDs
fActive
fgIsA

~TProcessUUID
TProcessUUID
AddUUID
AddUUID
FindUUID
GetActive
GetUUIDs
RemoveUUID
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual