

TObject		
fUniqueId	kNotDeleted	kWriteDelete
fBits	kZombie	fgIsA
fgDtorOnly	kBitMask	
fgObjectStat	kSingleKey	
kIsOnHeap	kOverwrite	
@~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	Is	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@[@]	

TGObject
fid
fClient
fgIsA
@~TGObject
TGObject
GetId
GetClient
Hash
IsEqual
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TGWindow	
fParent	fEditDisabled
fNeedRedraw	fgIsA
fName	
fgCounter	
@~TGWindow	HandleTimer
TGWindow	HandleIdleEvent
DoRedraw	Move
TGWindow	Resize
TGWindow	MoveResize
GetParent	IsMapped
GetMainFrame	IsEditable
MapWindow	IsEditDisabled
MapSubwindows	SetEditDisabled
MapRaised	SetEditable
UnmapWindow	MustCleanup
DestroyWindow	Print
DestroySubwindows	SetWindowName
RaiseWindow	GetName
LowerWindow	SetName
IconifyWindow	GetCounter
ReparentWindow	Class
RequestFocus	Class_Name
SetBackgroundColor	IsA
SetBackgroundPixmap	ShowMembers
HandleExpose	Streamer
HandleEvent	