

**TObject**

fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~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@[@]	

**TFileCacheRead**

fBufferSizeMin
fBufferSize
fBufferLen
fNseek
fNtot
fNb
fSeekSize
fSeek
fSeekIndex
fSeekSort
fPos
fSeekLen
fSeekSortLen
fSeekPos
fLen
fFile
fBuffer
flsSorted
fgIsA
@~TFileCacheRead
TFileCacheRead
operator=
TFileCacheRead
TFileCacheRead
Prefetch
Print
ReadBuffer
SetFile
Sort
Class
Class_Name
IsA
ShowMembers

**TTreeCache**

fEntryMin
fEntryMax
fEntryNext
fZipBytes
fNbranches
fBranches
fBrNames
fOwner
fTree
flsLearning
fgLearnEntries
fgIsA
@~TTreeCache
TTreeCache
operator=
TTreeCache
TTreeCache
AddBranch
GetLearnEntries
FillBuffer
GetTree
IsLearning
ReadBuffer
SetEntryRange
SetLearnEntries
UpdateBranches
Class
Class_Name
IsA
ShowMembers