

TObject		
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	fUniqueID
kIsReferenced	kZombie	fBits
kHasUUID	kBitMask	
Streamer	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[@]
@~TObject	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistancetoPrimitive	Paint	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRemove	Obsolete
Execute	SaveAs	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	
GetIconName	operator new@[@]	

TRefTable	
fgRefTable	fUID
kHaveWarnedReadingUIDContext	UIDContext
fgIsA	fSize
fNumPIDs	fParents
fAllocSize	fOwner
fN	fProcessGUIDs
fParentIDs	fMapPIDtoInternal
fParentID	
fDefaultSize	
Streamer	GetOwner
AddInternalIdxForPID	GetParent
ExpandForIID	GetParents
ExpandPIDs	GetUID
FindPIDGUID	GetUIDContext
GetInternalIdxForPID	Notify
GetInternalIdxForPID	ReadBuffer
TRefTable	Reset
TRefTable	SetParent
@~TRefTable	SetRefTable
Add	SetUID
Clear	Class
Expand	Class_Name
FillBuffer	IsA
GetRefTable	ShowMembers
GetNumPIDs	StreamerNVirtual
GetSize	
GetN	