TObject

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

MakeZombie	Is
TObject	Modified
TObject	Paint
operator=	Pop
AppendPad	Print
Browse	Read
ClassName	RecursiveRemove
Clear	SavePrimitive
Clone	SetDrawOption
Close	SetUniqueID
Compare	Sizeof3D
Copy	UseCurrentStyle
Delete	Write
DistancetoPrimitive	operator new
Draw	operator new
DrawClass	operator delete
DrawClone	SetBit
Dump	SetBit
Execute	ResetBit
Execute	TestBit
ExecuteEvent	InvertBit
GetDrawOption	Warning
GetUniqueID	Error
GetName	SysError
GetIconName	Fatal
GetOption	AbstractMethod
GetObjectInfo	MayNotUse
GetTitle	DecreaseDirLevel
HandleTimer	GetDtorOnly
Hash	SetDtorOnly
InheritsFrom	GetDirLevel
InheritsFrom	SetDirLevel
Inspect	GetObjectStat
IsFolder	SetObjectStat
IsEqual	IncreaseDirLevel
IsSortable	IndentLevel
IsModified	Class
IsOnHeap	IsA
IsZombie	ShowMembers
Is3D	

TNamed

fName
fTitle
fgIsA

TNamed
TNamed
TNamed
TNamed
operator=
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetObject
SetTitle
Is
Print
Sizeof
Class
IsA
ShowMembers

TLeaf

fLen	fIsRange
fLenType	fIsUnsigned
fNdata	fBranch
fOffset	fgIsA
fLeafCount	

TLeaf	Import
TLeaf	IsRange
Browse	IsUnsigned
Export	Print
FillBasket	ReadBasket
GetBranch	ResetAddress
GetLeafCount	SetAddress
GetLeafCounter	SetBranch
GetLen	SetLeafCount
GetLenStatic	SetLen
GetLenType	SetOffset
GetMaximum	SetRange
GetMinimum	SetUnsigned
GetNdata	Class
GetOffset	IsA
GetValuePointer	ShowMembers
GetTypeName	Streamer
GetValue	

TLeafD

fMinimum
fMaximum
fValue
fgIsA

TLeafD
TLeafD
Export
FillBasket
GetTypeName
GetValue
GetValuePointer
Import
Print
ReadBasket
SetAddress
Class
IsA
ShowMembers
Streamer