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	

TBuffer

fMode	fMapCount	kWrite
fVersion	fMapSize	kInitialSize
fBufSize	fReadMap	kMinimalSize
fBuffer	fWriteMap	kMapSize
fBufCur	fgMapSize	fgIsA
fBufMax	kRead	

TBuffer	ReadArray	WriteFastArray
TBuffer	ReadArray	WriteFastArray
operator=	ReadArray	WriteFastArray
CheckCount	ReadArray	WriteFastArray
CheckObject	ReadArray	WriteFastArray
Expand	ReadArray	WriteFastArray
Read	ReadArray	WriteFastArray
Write	ReadStaticArray	WriteFastArray
TBuffer	ReadStaticArray	operator>>
MapObject	ReadStaticArray	operator>>
Reset	ReadStaticArray	operator>>
InitMap	ReadStaticArray	operator>>
ResetMap	ReadStaticArray	operator>>
SetReadMode	ReadStaticArray	operator>>
SetReadParam	ReadStaticArray	operator>>
SetWriteMode	ReadStaticArray	operator>>
SetWriteParam	ReadStaticArray	operator>>
SetBufferOffset	WriteArray	operator>>
Buffer	WriteArray	operator>>
BufferSize	WriteArray	operator<<
DetachBuffer	WriteArray	operator<<
Length	WriteArray	operator<<
CheckByteCount	WriteArray	operator<<
SetByteCount	WriteArray	operator<<
IsReading	WriteArray	operator<<
IsWriting	WriteArray	operator<<
ReadBuf	WriteArray	operator<<
WriteBuf	ReadFastArray	operator<<
ReadString	ReadFastArray	operator<<
WriteString	ReadFastArray	operator<<
ReadVersion	ReadFastArray	SetGlobalReadParam
WriteVersion	ReadFastArray	SetGlobalWriteParam
ReadClass	ReadFastArray	GetGlobalReadParam
WriteClass	ReadFastArray	GetGlobalWriteParam
ReadObject	ReadFastArray	Class
WriteObject	ReadFastArray	IsA
ReadArray	ReadFastArray	ShowMembers
ReadArray	WriteFastArray	
ReadArray	WriteFastArray	

TMessage

fWhat
fClass
fgIsA

TMessage
SetLength
TMessage
GetClass
Reset
Reset
What
SetWhat
Class
IsA
ShowMembers
Streamer