TObject

fUniqueID	kIsOnHeap	kSingleKey
fBits	kNotDeleted	kOverwrite
fgDtorOnly	kZombie	fgIsA
fgObjectStat	kBitMask	

MakeZombie	GetObjectInfo	operator delete
DoError	GetTitle	operator delete[]
TObject	HandleTimer	operator delete
TObject	Hash	operator delete[]
operator=	InheritsFrom	SetBit
AppendPad	InheritsFrom	SetBit
Browse	Inspect	ResetBit
ClassName	IsFolder	TestBit
Clear	IsEqual	TestBits
Clone	IsSortable	InvertBit
Compare	IsOnHeap	Info
Copy	IsZombie	Warning
Delete	Notify	Error
DistancetoPrimitive	Is	SysError
Draw	Paint	Fatal
DrawClass	Pop	AbstractMethod
DrawClone	Print	MayNotUse
Dump	Read	GetDtorOnly
Execute	RecursiveRemove	SetDtorOnly
Execute	SavePrimitive	GetObjectStat
ExecuteEvent	SetDrawOption	SetObjectStat
FindObject	SetUniqueID	Class
FindObject	UseCurrentStyle	Class_Name
GetDrawOption	Write	IsA
GetUniqueID	operator new	ShowMembers
GetName	operator new[]	Streamer
GetIconName	operator new	
GetOption	operator new[]	

TNamed

fName
fTitle
fgIsA

TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers
Streamer

VFrCondition

mActive	mProbability
mTime	mVarNames
mTimeBefore	mVar
mTimeAfter	mGroup
mTriggerStatus	fgIsA
mAmplitude	

VFrCondition	SetTime
VFrCondition	SetTimeBefore
VFrCondition	SetTimeAfter
Copy	SetTriggerStatus
GetTime	SetAmplitude
GetTimeBefore	SetProbability
GetTimeAfter	SetVarNames
GetStartTime	SetVar
GetEndTime	SetVar
GetTriggerStatus	SetGroup
GetAmplitude	Print
GetProbability	Class
GetVarNames	Class_Name
GetVar	IsA
GetVar	ShowMembers
GetGroup	Streamer
IsActive	StreamerNVirtual
SetActive	
SetTime	