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[]	

VFrVectObject

mVect
mCount
fgIsA

VFrVectObject
VFrVectObject
Hash
IsEqual
GetFrVect
Delete
Release
GetCount
IncCount
DecCount
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual