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[]	

VSelector

mStatus
mOption
mObject
fgIsA

VSelector
Init
Begin
GetOption
GetStatus
ProcessCut
ProcessFrame
ProcessVect
SetOption
SetObject
SetStatus
Terminate
GetSelector
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

VSelectorCint

mFuncInit
mFuncBegin
mFuncTerm
mFuncCut
mFuncFrame
mFuncVect
mFuncOption
mFuncObj
mClass
mIntSelector
fgIsA

SetFuncProto
VSelectorCint
Build
Init
Begin
ProcessCut
ProcessFrame
ProcessVect
SetOption
SetObject
Terminate
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual