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[]	

VVirtualFrameChannel

mRefTime	fgIsA
mFrameInfoDB	
mTimerInterval	

VVirtualFrameChannel	GetVect
GetFrameInfoDB	GetVectR
SetFrameInfoDB	GetNextVect
Connect	GetNextVectR
Disconnect	GetSignal
BuildInfoDB	GetSignalR
GetTimerInterval	GetNextSignal
SetTimerInterval	GetNextSignalR
DrawCondition	GetAdcDirectB
GetStart	GetProcDirectB
GetEnd	GetSimDirectB
Print	GetNextFrame
CreateConditionSet	GetPreviousFrame
GetInfoDBName	GetNextFrame
GetRefTime	GetNextVect
SetRefTime	GetNextSignal
SetRefTime	ExtractSMSVect
GetFrameDirectB	ExtractSMSVectR
GetFrameDirectB	Class
GetFrame	Class_Name
GetFrameR	IsA
GetNextFrame	ShowMembers
GetNextFrame	Streamer
GetNextFrameR	StreamerNVirtual
GetNextFrameR	