

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

HByteArray	
nWords	dataCurrent
nSplit	offset
data	indexes
modules	caching
nDimensions	init_count
ISizes	S_setup
mBits	fglsA
bitPerWord	
@~HByteArray	setCapacity
maxBytes	release
maxWords	getEntries
HByteArray	getSubLocation
HByteArray	getSubLocation
set	getSubLocation
setDimensions	getPosition
getDimensions	set
getNDim	setMod
clear	complement
set	Streamer_sparse
clear	Class
operator@[@]	Class_Name
lenght	IsA
dump	ShowMembers
bcount	Streamer
bcount2	StreamerNVirtual
getNBitSet	
getData	