

TObject		
fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fgIsA
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@[@]	

HCategory	
fPersistence	fHeader
fCat	fgIsA
fBranchingLevel	
@~HCategory	query
HCategory	filter
setBranchingLevel	filter
setCategory	Clear
IsPersistent	isSelfSplitable
setPersistence	MakeIteerator
getCategory	MakeReverseIteerator
getBranchingLevel	IsFolder
setCatHeader	getIndex
getCatHeader	getIndex
getClassName	getEntries
getClass	sort
makeBranch	Class
activateBranch	Class_Name
getNewSlot	IsA
getSlot	ShowMembers
getObject	Streamer
getObject	StreamerNVirtual
query	
query	

HLinearCategory
fData
fNDataObjs
hasDynamicObjects
fgIsA
@~HLinearCategory
HLinearCategory
HLinearCategory
getClassName
getClass
makeBranch
activateBranch
getEntries
getNewSlot
getSlot
getSlot
getObject
getObject
filter
filter
Clear
Compress
setDynamicObjects
freeDynamicMemory
isSelfSplitable
MakeIteerator
getIndex
getIndex
sort
getCollection
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual