

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@[@]	

HSeqArr		
type	nBlocks	isFrst
firstBlock	blockLength	fgIsA
lastBlock	block	
wordLength	index	
size	cElem	
@~HSeqArr	HSeqArr	getElement
init	HSeqArr	getElement
addBlock	HSeqArr	addNext
setCurrBlock	setArrType	addNext
err	getArraySize	addNext
tpOk	getMemSize	addNext
setNotFirst	makeIterator	addNext
next	isBoundOk	addNext
nextAExp	rewind	addNext
set	addElement	addNext
set	setCursor	addNext
set	setElement	addNext
set	setElement	addNext
set	setElement	getNext
set	setElement	getNext
set	setElement	getNext
set	setElement	getNext
set	setElement	getNext
set	setElement	getNext
get	setElement	getNext
get	setElement	getNext
get	getElement	getNext
get	getElement	getNext
get	getElement	Class
get	getElement	Class_Name
get	getElement	IsA
get	getElement	ShowMembers
get	getElement	Streamer
get	getElement	StreamerNVirtual
get	getElement	