

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@[@]	

TNamed
fName
fTitle
fgIsA
@~TNamed
TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

HTask
owner
manual
isInitialised
isConnected
flsTimed
fgIsA
@~HTask
connectTask
next
getTask
init
reinit
finalize
getConnections
getComposite
getOwner
setOwner
setConnections
setManual
isTimed
resetTimer
printTimer
Class
Class_Name
IsA
ShowMembers
Streamer

HTaskSet
fTasks
fNextTask
fFirstTask
ids[8]
fgIsA
@~HTaskSet
HTaskSet
HTaskSet
HTaskSet
init
finalize
reinit
add
connect
connect
connect
connect
connect
connectTask
Clear
make
next
next
operator()
getComposite
getSetOfTask
getTask
print
IsFolder
Browse
isTimed
resetTimer
printTimer
setIds
getIds
Class
Class_Name
IsA
ShowMembers