

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@[@]	

HDataSource
fEventAddr
fgIsA
@~HDataSource
setEventAddress
skipEvents
getNextEvent
init
reinit
finalize
rewind
getCurrentRunId
getCurrentRefId
getCurrentFileName
Class
Class_Name
IsA
ShowMembers
Streamer

HIdSource
isDumped
isScanned
oldDecodingStyle
fUnpackerList
fReadEvent
fgIsA
@~HIdSource
getNextEvent
initUnpacker
reinit
finalizeUnpacker
rewind
addUnpacker
finalize
showIt
dumpEvt
scanIt
scanEvt
getDecodingStyle
setOldDecodingStyle
setScanned
decodeHeader
setDump
Class
Class_Name
IsA
ShowMembers
Streamer

HIdRemoteSource
refId
currNodeName
iter
fgIsA
@~HIdRemoteSource
HIdRemoteSource
HIdRemoteSource
init
getCurrentRunId
getCurrentRefId
setRefId
getNextEvent
getCurrentFileName
getNodeName
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual