TObject

fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	

@~TObject	GetObjectInfo	operator new@[@]
MakeZombie	GetTitle	operator delete
DoError	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
TObject	InheritsFrom	operator delete@[@]
operator=	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistancetoPrimitive	Paint	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRemove	Obsolete
Execute	SaveAs	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@[@]	
GetOption	operator new	

TSelector

kContinue	fObject
kAbortProcess	fInput
kAbortFile	fOutput
fStatus	fgIsA
fAbort	
fOption	

@~TSelector	SetInputList
TSelector	SetStatus
operator=	GetInputList
TSelector	GetOutputList
Version	SlaveTerminate
Init	Terminate
Begin	Abort
SlaveBegin	GetAbort
Notify	ResetAbort
GetOption	GetSelector
GetStatus	IsStandardDraw
GetEntry	Class
ProcessCut	Class_Name
ProcessFill	IsA
Process	ShowMembers
SetOption	
SetObject	

TFragmentSelector

fChain
fragment
frunnumber
fsubrunnumber
fgIsA

@~TFragmentSelector
TFragmentSelector
Version
Begin
SlaveBegin
Init
Notify
Process
GetEntry
SetOption
SetObject
SetInputList
GetOutputList
SlaveTerminate
Terminate
Class
Class_Name
IsA
ShowMembers