

TObject		
fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fglsA
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@[@]	

HldSubEvent
swapped
pHdr
pData
fglsA
@~HldSubEvent
HldSubEvent
HldSubEvent
getWordSize
getTrigNr
getUnMaskedTrigNr
getDataLen
swapData
dumplt
scanlt
getSize
getId
getDecoding
getErrorBit
getHeader
getData
getDataSize
getPaddedSize
getEnd
getPaddedEnd
wasSwapped
resetSwapFlag
getHdrLen
getDataPaddedSize
isSwapped
swapHdr
byte
align8
swap4
swap2
getHdrSize
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual