

TObject		
fgDtorOnly	kHasUUID	klInconsistent
fgObjectStat	kCannotPick	kBitMask
fgIsA	kNoContextMenu	kSingleKey
fUniqueID	klInvalidObject	kOverwrite
fBits	kObjInCanvas	kWriteDelete
kCanDelete	klIsOnHeap	kOnlyPrepStep
kMustCleanup	kNotDeleted	
klIsReferenced	kZombie	
Streamer	GetIconName	operator new
Hash	GetOption	operator new[]
TObject	GetObjectInfo	operator delete
TObject	GetTitle	operator delete[]
operator=	HandleTimer	operator delete
AddToTObjectTable	HasInconsistentHash	operator delete[]
MakeZombie	InheritsFrom	SetBit
DoError	InheritsFrom	SetBit
~TObject	Inspect	ResetBit
AppendPad	IsFolder	TestBit
Browse	IsEqual	TestBits
ClassName	IsSortable	InvertBit
Clear	IsOnHeap	Info
CheckedHash	IsZombie	Warning
Clone	Notify	Error
Compare	Is	SysError
Copy	Paint	Fatal
Delete	Pop	AbstractMethod
DistancetoPrimitive	Print	MayNotUse
Draw	Read	Obsolete
DrawClass	RecursiveRemove	GetDtorOnly
DrawClone	SaveAs	SetDtorOnly
Dump	SavePrimitive	GetObjectStat
Execute	SetDrawOption	SetObjectStat
Execute	SetUniqueID	CheckTObjectHashConsistency
ExecuteEvent	UseCurrentStyle	IsA
FindObject	Write	ShowMembers
FindObject	Write	StreamerNVirtual
GetDrawOption	IsDestructed	
GetUniqueID	operator new	
GetName	operator new[]	

TQValue	
fName	
fgIsA	
TQValue	getDouble
TQValue	getInteger
getName	getBool
getNameConst	getString
getValidNameCharacteristics	isDouble
isValidName	isInteger
newInstance	isBool
newInstance	isString
newInstance	isValidDouble
newInstance	isValidInteger
newInstance	isValidBool
newDouble	getAsString
newInstance	getTypeAsString
newBool	getValueAsString
newInstance	Print
TQValue	~TQValue
setName	CheckTObjectHashConsistency
copy	IsA
getSize	ShowMembers
Hash	StreamerNVirtual
GetName	Class_Name
Compare	Class
IsSortable	Streamer
isEquivalentTo	