TObject
fUniqueID
fBits
fgDtorOnly
fgDirLevel
fgObjectStat
kIsOnHeap
kNotDeleted
kZombie
kBitMask
kSingleKey
kOverwrite
fgIsA
MakeZombie
TObject
TObject
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AppendPad
Browse
ClassName
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Clone
Close
Compare
Copy
Delete
DistancetoPrimitive
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DrawClass
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Execute
ExecuteEvent
GetDrawOption
GetUniqueID
GetName
GetIconName
GetOption
GetObjectInfo
GetTitle
HandleTimer
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InheritsFrom
InheritsFrom
Inspect
IsFolder
IsEqual
IsSortable
IsModified
IsOnHeap
IsZombie
Is3D
Is
Modified
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Pop
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RecursiveRemove
SavePrimitive
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SetUniqueID
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UseCurrentStyle
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operator new
operator new
operator delete
SetBit
SetBit
ResetBit
TestBit
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MayNotUse
DecreaseDirLevel
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IsA
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EDeposit
m_index
m_EDep
fgIsA
EDeposit
EDeposit
EDeposit
GetEDeposit
GetPart
Class
IsA
ShowMembers
Streamer