

**TNamed**

fName  
fTitle  
fglsA

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@~TNamed  
TNamed  
TNamed  
TNamed  
TNamed  
operator=  
Clear  
Clone  
Compare  
Copy  
FillBuffer  
GetName  
GetTitle  
Hash  
IsSortable  
SetName  
SetNameTitle  
SetTitle  
Is  
Print  
Sizeof  
Class  
Class\_Name  
IsA  
ShowMembers

**TFIOElement**

fio  
fFileAccess  
fglsA

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@~TFIOElement  
TFIOElement  
TFIOElement  
TFIOElement  
TFIOElement  
operator=  
operator==  
SetIO  
SetFileAccess  
IsFileConnected  
GetFileName  
GetCycle  
SetCompressionLevel  
GetCompressionLevel  
CloseElement  
SaveElement  
DeleteElement  
Print  
UpdateMemory  
NewFile  
Class  
Class\_Name  
IsA  
ShowMembers

**TFBaselImage**

fNumData                    fSubSize  
fNumDim                    fSubFreeze  
fSize                        fSizeNFr  
fSubImage                   fglsA  
fNumSubDim  
fSubOffset

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@~TFBaselImage            operator TFImage@<char,CharFormat@>  
TFBaselImage            operator TFImage@<uint,CharFormat@>  
TFBaselImage            operator TFImage@<short,CharFormat@>  
TFBaselImage            operator TFImage@<uint,CharFormat@>  
TFBaselImage            operator TFImage@<int,CharFormat@>  
TFBaselImage            operator TFImage@<uint,CharFormat@>  
TFBaselImage            operator TFImage@<float,CharFormat@>  
TFBaselImage            operator TFImage@<double,CharFormat@>  
TFBaselImage            InitMemory  
TFBaselImage            FillHist  
TFBaselImage            FillHist  
TFBaselImage            FillHist\_3D  
TFBaselImage            MakePixelBranch  
TFBaselImage            FillBranchBuffer  
TFBaselImage            Class  
TFBaselImage            Class\_Name  
TFBaselImage            IsA  
TFBaselImage            ShowMembers  
TFBaselImage            Streamer  
operator TFImage@<bool,BoolFormat@>\*

**TFImage<char,CharFormat@>**

fData  
fNull  
fNullDefined  
treeBuffer  
fglsA

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@~TFImage@<char,CharFormat@>  
TFImage@<char,CharFormat@>  
TFImage@<char,CharFormat@>  
TFImage@<char,CharFormat@>  
TFImage@<char,CharFormat@>  
TFImage@<char,CharFormat@>  
TFImage@<char,CharFormat@>  
TFImage@<char,CharFormat@>  
TFImage@<char,CharFormat@>  
TFImage@<char,CharFormat@>  
TFImage@<char,CharFormat@>  
TFImage@<char,CharFormat@>  
TFImage@<char,CharFormat@>  
operator=  
operator==  
GetNull  
SetNull  
ClearNull  
NullDefined  
GetDataArray  
operator@[@]  
operator()  
FillHist  
FillHist  
FillHist\_3D  
MakePixelBranch  
FillBranchBuffer  
Class  
Class\_Name  
IsA  
ShowMembers

**TFHeader**

fAttr  
fglsA

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@~TFHeader  
TFHeader  
TFHeader  
operator=  
operator==  
AddAttribute  
GetAttribute  
DelAttribute  
GetNumAttributes  
PrintH  
MakeAttrIterator  
Class  
Class\_Name  
IsA  
ShowMembers