

**TNamed**  
fName  
fTitle  
fglsA  
@~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  
@~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  
fNumDim  
fSize  
fSubImage  
fNumSubDim  
fSubOffset  
@~TFBaselImage  
TFBaselImage  
TFBaselImage  
TFBaselImage  
TFBaselImage  
TFBaselImage  
TFBaselImage  
TFBaselImage  
TFBaselImage  
TFBaselImage  
TFBaselImage  
TFBaselImage  
GetNumDim  
GetSize  
GetNumPixel  
MakeSubSection  
ResetSubSection  
IsSubSection  
MakeHisto  
MakeHisto  
MakeTree  
operator TImage@<bool,BoolFormat@>\*

**TImage<unsigned char,UCharFormat>**  
fData  
fNull  
fNullDefined  
treeBuffer  
fglsA  
@~TImage@<unsigned char,UCharFormat>  
TImage@<unsigned char,UCharFormat>  
TImage@<unsigned char,UCharFormat>  
TImage@<unsigned char,UCharFormat>  
TImage@<unsigned char,UCharFormat>  
TImage@<unsigned char,UCharFormat>  
TImage@<unsigned char,UCharFormat>  
TImage@<unsigned char,UCharFormat>  
TImage@<unsigned char,UCharFormat>  
TImage@<unsigned char,UCharFormat>  
TImage@<unsigned char,UCharFormat>  
TImage@<unsigned char,UCharFormat>  
operator=  
operator==  
GetNull  
SetNull  
ClearNull  
NullDefined  
GetDataArray  
operator@[@]  
operator()  
FillHist  
FillHist  
FillHist\_3D  
MakePixelBranch  
FillBranchBuffer  
Class  
Class\_Name  
IsA  
ShowMembers

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