

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

TStructNode	
fgScalBy	fVisible
fName	fMembers
fTypeName	fX
fSize	fY
fTotalSize	fWidth
fParent	fHeight
fLevel	fNodeType
fMembersCount	fMaxLevel
fAllMembersCount	fMaxObjects
fPointer	fgIsA
fCollapsed	
TStructNode	GetY
@~TStructNode	IsCollapsed
Compare	IsSortable
GetAllMembersCount	IsVisible
GetCenter	SetAllMembersCount
GetHeight	SetCollapsed
GetLevel	SetHeight
GetMaxLevel	SetMaxLevel
GetMaxObjects	SetMaxObjects
GetMembers	SetMembers
GetMembersCount	SetMembersCount
GetMiddle	SetNodeType
GetName	SetPointer
GetNodeType	SetScaleBy
GetParent	SetSize
GetPointer	SetTotalSize
GetRelativeMembersCount	SetVisible
GetRelativeSize	SetWidth
GetRelativeVolume	SetX
GetRelativeVolumeRatio	SetY
GetSize	Class
GetTotalSize	Class_Name
GetTypeName	IsA
GetVolume	ShowMembers
GetVolumeRatio	Streamer
GetWidth	StreamerNVirtual
GetX	