

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

TVirtualProof	
fglsA	
@~TVirtualProof	GetPort
Ping	GetRemoteProtocol
Exec	GetClientProtocol
Process	GetStatus
DrawSelect	GetLogLevel
StopProcess	GetParallel
AddInput	GetSlaveInfo
ClearInput	GetBytesRead
GetOutput	GetRealTime
GetOutputList	GetCpuTime
SetParallel	IsMaster
SetLogLevel	IsValid
Close	IsParallel
Print	AddFeedback
ShowCache	RemoveFeedback
ClearCache	ClearFeedback
ShowPackages	ShowFeedback
ShowEnabledPackages	SetFeedbackList
ClearPackages	SetActive
ClearPackage	Progress
EnablePackage	Feedback
UploadPackage	Class
GetMaster	Class_Name
GetConfDir	IsA
GetConfFile	ShowMembers
GetUser	Streamer
GetWorkDir	
GetImage	

TQObject	
fListOfSignals	fglsA
fListOfConnections	
@~TQObject	Emit
GetSender	Connect
GetSenderClassName	Disconnect
ConnectToClass	HighPriority
ConnectToClass	LowPriority
CheckConnectArgs	HasConnection
TQObject	NumberOfSignals
GetListOfClassSignals	NumberOfConnections
GetListOfSignals	Connected
GetListOfConnections	Disconnected
Emit	Destroyed
Emit	ChangedBy
Emit	Message
Emit	Connect
Emit	Connect
Emit	Disconnect
Emit	Disconnect
Emit	LoadRQ_OBJECT
Emit	Class
Emit	Class_Name
Emit	IsA
Emit	ShowMembers
Emit	Streamer
Emit	StreamerNVirtual
Emit	