

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~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@[@]	

TXMLEngine	
fgIsA	
@~TXMLEngine	SaveDoc
TXMLEngine	DocSetRootElement
HasAttr	DocGetRootElement
GetAttr	ParseFile
GetIntAttr	ValidateDocument
NewAttr	SaveSingleNode
NewIntAttr	ReadSingleNode
FreeAttr	Makestr
NewChild	Makenstr
NewNS	AllocateNode
AddChild	AllocateAttr
UnlinkNode	FindNs
FreeNode	TruncateNsExtension
UnlinkFreeNode	UnpackSpecialCharacters
GetNodeName	OutputValue
GetNodeContent	SaveNode
GetChild	ReadNode
GetParent	DisplayError
GetNext	Class
ShiftToNext	Class_Name
IsEmptyNode	IsA
SkipEmpty	ShowMembers
CleanNode	Streamer
NewDoc	StreamerNVirtual
AssignDtd	
FreeDoc	