

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@[@]	

TBits	
fNbits	fgIsA
fNbytes	
fAllBits	
@~TBits	Set
ReserveBytes	Set
DoAndEqual	Set
DoOrEqual	Set
DoXorEqual	Get
DoLeftShift	Get
DoRightShift	Get
DoFlip	Get
TBits	Get
TBits	Get
operator=	Get
ResetAllBits	Get
ResetBitNumber	Clear
SetBitNumber	Compact
TestBitNumber	CountBits
operator@[@]	FirstNullBit
operator@[@]	FirstSetBit
operator@&=	GetNbits
operator =	GetNbytes
operator@^=	operator==
operator@<@<=	operator@!=
operator@>@>=	Paint
operator@<@<	Print
operator@>@>	Output
operator@~	Class
Set	Class_Name
Set	IsA
Set	ShowMembers
Set	