

Object

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		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@[@]	

TCollection

fgCurrentCollectionSize
fgGarbageCollectionUnitCapacity
fgEmptyingGarbageUnitHashTableCapacity
fgGarbageStack fgIsA
kIsOwner
fName

@~TCollection	IsOwner
operator=	IsSortable
Add	Is
AddVector	MakeIteator
AddAll	MakeReverseIteator
AssertClass	Paint
Browse	Print
Capacity	Print
Clear	RecursiveRemove
Compare	Remove
Contains	RemoveAll
Contains	RemoveAll
Delete	SetCurrentCollection
Draw	SetName
Dump	SetOwner
FindObject	Write
operator()	Write
FindObject	GetCurrentCollection
GetEntries	StartGarbageCollect
GetName	GarbageCollect
GetObjectRef	EmptyGarbageCollect
GetSize	Class
GrowBy	Class_Name
Hash	IsA
IsArgNull	ShowMembers
IsEmpty	
IsFolder	

TSeqCollection

fSorted
fgIsA
@~TSeqCollection
Changed
Add
AddFirst
AddLast
AddAt
AddAfter
AddBefore
RemoveFirst
RemoveLast
RemoveAt
RemoveAfter
RemoveBefore
At
Before
After
First
Last
LastIndex
IndexOf
IsSorted
UnSort
ObjCompare
QSort
QSort
Class
Class_Name
IsA
ShowMembers

TBtree

fRoot	fInnerMaxIndex
fOrder	fLeafMaxIndex
fOrder2	fgIsA
fInnerLowWaterMark	
fLeafLowWaterMark	

@~TBtree	AddAfter
Init	AddBefore
RootIsFull	Remove
RootIsEmpty	At
IncrNofKeys	Before
DecrNofKeys	After
IdxAdd	First
TBtree	Last
Clear	Order
Delete	operator@[@]
FindObject	Rank
FindObject	Class
GetObjectRef	Class_Name
MakeIteator	IsA
Add	ShowMembers
AddFirst	Streamer
AddLast	
AddAt	