

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@[@]	

TEventlter

fdSet
 fElem
 fFilename
 fFile
 fOldBytesRead
 fPath
 fDir
 fElemFirst
 fElemNum
 fElemCur
 fSel
 fFirst
 fNum
 fCur
 fStop
 fEventList
 fEventListPos
 fgIsA

@~TEventlter
 LoadDir
 GetNextEvent
 StopProcess
 Create
 Class
 Class_Name
 IsA
 ShowMembers
 Streamer

TEventlterTree

fTreeName
 fTree
 fAcquiredTrees
 fgTreeFileCache
 fgIsA

@~TEventlterTree
 GetTrees
 ReleaseAllTrees
 TEventlterTree
 TEventlterTree
 GetNextEvent
 Class
 Class_Name
 IsA
 ShowMembers
 Streamer
 StreamerNVirtual