

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
DistanceToPrimitives		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@[ @]	

TNamed
fName
fTitle
fgIsA
@~TNamed
TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

TImage		
kXpm	kTga	kChar
kZCompressedXpm	kXml	kUnicode
kGZCompressedXpm	Unknown	kStretch
kPng	kPlain	kTile
kJpeg	kEmbossed	kStretchY
kXcf	kSunken	kStretchX
kPpm	kShadeAbove	kCoordModeOrigin
kPnm	kShadeBelow	kCoordModePrevious
kBmp	kEmbossedThick	kRedChan
klco	kSunkenThick	kGreenChan
kCur	kOutlineAbove	kBlueChan
kGif	kOutlineBelow	kAlphaChan
kTiff	kOutlineFull	kAllChan
kXbm	k3DTypes	fgIsA
kFits	kUTF8	
@~TImage	Append	SetEditable
TImage	Bevel	IsEditable
TImage	DrawText	GetWidth
TImage	BeginPaint	GetHeight
operator=	EndPaint	IsValid
TImage	DrawLine	GetScaledImage
Clone	DrawDashLine	GetPixels
ReadImage	DrawBox	GetArray
WriteImage	DrawRectangle	GetPixmap
SetImage	FillRectangle	GetMask
SetImage	DrawPolyLine	GetArgbArray
SetImage	PutPixel	GetScanline
SetImage	PolyPoint	GetImageBuffer
FromPad	DrawSegments	SetImageBuffer
UnZoom	FillPolygon	PaintImage
Zoom	FillPolygon	FromWindow
Flip	CropPolygon	Create
Gray	DrawFillArea	Open
IsGray	DrawFillArea	Open
Mirror	FillSpans	Open
Scale	FillSpans	Open
Slice	CropSpans	Open
Tile	CopyArea	operator+=
Crop	DrawCellArray	operator/=
Pad	FloodFill	Class
Blur	DrawCubeBezier	Class_Name
Vectorize	DrawStraightEllips	IsA
HSV	DrawCircle	ShowMembers
Gradient	DrawEllips	
Merge	DrawEllips2	

TAttImage		
klmgDefault	fImageQuality	fPaletteEnabled
klmgPoor	fImageCompression	fgIsA
klmgFast	fConstRatio	
klmgGood	fPalette	
klmgBest	fPaletteEditor	
@~TAttImage	SaveImageAttributes	Class
TAttImage	SetConstRatio	Class_Name
TAttImage	SetPaletteEnabled	IsA
Copy	SetImageCompression	ShowMembers
GetConstRatio	SetImageQuality	Streamer
GetImageCompression	SetPalette	StreamerNVirtual