

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@[@]	

TMethodCall

kLong	fMetPtr
kDouble	fMethod
kString	fParams
kOther	fProto
kNone	fDtorOnly
fFunc	fRetType
fOffset	fgIsA
fClass	
@~TMethodCall	SetParam
Execute	SetParam
Execute	SetParam
TMethodCall	Execute
TMethodCall	Execute
TMethodCall	Execute
TMethodCall	Execute
operator=	Execute
Init	Execute
Init	Execute
InitWithPrototype	Execute
InitWithPrototype	Execute
IsValid	Execute
Clone	Execute
CallDtorOnly	Execute
GetMethod	Execute
GetMethodName	Execute
GetParams	Class
GetProto	Class_Name
ReturnType	IsA
SetParamPtrs	ShowMembers
ResetParam	
SetParam	