

TObject

fUniqueID
 fBits
 fgDtorOnly
 fgObjectStat
 kCanDelete
 kMustCleanup
 kObjInCanvas
 kIsReferenced
 kHasUUID
 kCannotPick
 kNoContextMenu
 kInvalidObject
 kIsOnHeap
 kNotDeleted
 kZombie
 kBitMask
 kSingleKey
 kOverwrite
 kWriteDelete
 fgIsA

@~TObject
 MakeZombie
 DoError
 TObject
 TObject
 operator=
 AppendPad
 Browse
 ClassName
 Clear
 Clone
 Compare
 Copy
 Delete
 DistancetoPrimitive
 Draw
 DrawClass
 DrawClone
 Dump
 Execute
 Execute
 ExecuteEvent
 FindObject
 FindObject
 GetDrawOption
 GetUniqueID
 GetName
 GetIconName
 GetOption
 GetObjectInfo
 GetTitle
 HandleTimer
 Hash
 InheritsFrom
 InheritsFrom
 Inspect
 IsFolder
 IsEqual
 IsSortable
 IsOnHeap
 IsZombie
 Notify
 Is
 Paint
 Pop
 Print
 Read
 RecursiveRemove
 SavePrimitive
 SetDrawOption
 SetUniqueID
 UseCurrentStyle
 Write
 Write
 operator new
 operator new@[@]

operator new
 operator new@[@]
 operator delete
 operator delete@[@]
 operator delete
 operator delete@[@]
 SetBit
 SetBit
 ResetBit
 TestBit
 TestBits
 InvertBit
 Info
 Warning
 Error
 SysError
 Fatal
 AbstractMethod
 MayNotUse
 GetDtorOnly
 SetDtorOnly
 GetObjectStat
 SetObjectStat
 Class
 Class_Name
 IsA
 ShowMembers

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

TProcessID

fCount
 fObjects
 fgPID
 fgPIDs
 fgObjPIDs
 fgNumber
 fgIsA

@~TProcessID
 TProcessID
 TProcessID
 TProcessID
 Clear
 DecrementCount
 IncrementCount
 GetCount
 GetObjects
 GetObjectWithID
 PutObjectWithID
 RecursiveRemove
 AddProcessID
 AssignID
 Cleanup
 ReadProcessID
 WriteProcessID
 GetNProcessIDs
 GetProcessID
 GetProcessWithUID
 GetSessionProcessID
 GetObjectCount
 IsValid
 SetObjectCount
 Class
 Class_Name
 IsA
 ShowMembers
 Streamer

TProcessUUID

fUUIDs
 fActive
 fgIsA

@~TProcessUUID
 TProcessUUID
 AddUUID
 AddUUID
 FindUUID
 GetActive
 GetUUIDs
 RemoveUUID
 Class
 Class_Name
 IsA
 ShowMembers
 Streamer
 StreamerNVirtual