

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPickSingleKey	
fgObjectStack	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanUp	kIsOnHeap	fgIsA
kObjInCanvas	Not Deleted	
@~TObject	GetOption	operator new
MakeZombie	GetObjectContext	operator new@
DoError	GetTitle	operator delete
TObject	HandleTime	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
DistanceTo	Primitive	Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRead	kDtorOnly
Execute	SavePrimitive	kDtorOnly
ExecuteEvent	SetDrawOptions	SetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyles	
GetDrawOptions	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	ShowMembers
GetIconName	operator new@	[@]

TNamed
fName
fTitle
fgIsA
@~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

TVirtualX			
kCopy	kHollow	kOpaque	fDrawMode
kXor	kFilled	kCheck	fgIsA
kInvert	kClear	kLoad	
@~TVirtualX	ResizePixmap	LowerWindow	EventsPending
TVirtualX	ResizeWindow	MoveWindow	NextEvent
TVirtualX	SelectWindow	MoveResizeWindow	TranslateCoords
Init	SelectPixmap	ResizeWindow	CopyArea
ClearWindow	GetCharacterMap	UnifyWindow	ChangeWindowFillPolyIndex
ClosePixmap	SetClipOFF	ReparentWindow	ChangeProperty
CloseWindow	SetClipRegion	SetWindowBackground	SetForeground
CopyPixmap	SetCursor	SetWindowColor	ReadSetClipRegion
CreateOpenSetDoubleBuffer	CreateWindow	CheckEventUpdate	
DeleteOpenSetDoubleBuffer	OpenDisplay	SendEvent	CreateRegion
DrawBox	SetDoubleBuffer	CloseDisplay	WMDeleteNotifyRegion
DrawCellArray	SetDrawMode	GetDisplay	SetKeyAutoRepeat
DrawFillArea	SetFillColor	GetVisual	GrabKey
DrawLine	SetFillStyle	GetScreen	GrabButton
DrawPolyLine	SetLineColor	GetDepth	GrabPointer
DrawPolyMap	SetLineStyle	GetColorMap	SetWindowSubtractRegion
DrawText	SetLineStyle	InternAtom	SetIconNameXorRegion
ExecCommand	SetLineWidth	GetDefaultRSetWindowProperty	EmptyRegion
GetCharacterMap	SetMarkerColor	GetParent	SetClassHint
GetDrawMode	SetMarkerSize	LoadQueryFont	SetWMHintsEqualRegion
GetDoubleBuffer	SetMarkerStyle	GetFontHandle	SetWMPositionRegionBox
GetGeometry	SetOpacity	DeleteFont	SetWMSize
DisplayName	SetRGB	CreateGC	SetWMSizeHintsFontName
GetNativeEvent	SetTextAlign	ChangeGC	SetWMState
GetPixel	SetTextColor	CopyGC	SetWMTransSetImageSize
GetPlanes	SetTextFont	DeleteGC	DrawString
GetRGB	SetTextFont	CreateCursor	TextWidth
GetTextExtent	SetTextMagSetCursor	GetFontProperties	DeleteImage
GetTextMagSet	TextSize	CreatePixmap	GetGCValues
GetWindowID	UpdateWindow	CreatePixmap	GetFontStr
HasTTFonts	Warp	CreateBitmap	FreeFontStr
InitWindow	WriteGIF	DeletePixmap	ClearWindow
AddWindow	WritePixmap	CreatePicture	FreeFileKey
AddPixmap	GetCurrentWindow	WritePicture	FillRectangle
RemoveWindow	GetWindow	CreatePixmap	FreeRectangle
MoveWindow	MapWindow	ReadPicture	DataSegment
OpenPixmap	MapSubwindow	DeletePicture	SetInput Streamer
QueryPointer	MapRaised	SetDashes	GetInputFocus
ReadGIF	UnmapWindow	ParseColor	SetInputFocus
RequestLocal	DestroyWindow	AllocColor	GetPrimarySelectionOwner
RequestString	DestroySubwindow	Color	SetPrimarySelectionOwner
RescaleWindow	RaiseWindow	FreeColor	ConvertPrimarySelection

TGQt			
fgCoinFlag	fgCoinLoaded	fgIsA	
@~TGQt	ResizePixmap	UnifyWindow	SendEvent
RegisterWindow	ResizeWindow	SetWindowBackground	SetPolygonRegion
UnRegisterWindow	SelectWindow	SetWindowBackground	SetPolygonRegion
IsRegistered	SelectPixmap	CreateWindow	GrabKey
operator=	SetCharacterMap	OpenDisplay	GrabButton
TGQt	SetClipOFF	CloseDisplay	GrabPointerXorRegion
TGQt	SetClipRegion	GetDisplay	SetWindowName
TGQt	SetCursor	GetVisual	SetIconName
Init	SetDoubleBuffer	GetScreen	SetIconPixmap
ClearWindow	SetDoubleBuffer	GetDepth	SetClassHint
ClosePixmap	SetDoubleBuffer	GetColorMap	SetWMHints
CloseWindow	SetDrawMode	InternAtom	SetWMPosition
CopyPixmap	SetFillColor	GetDefaultRSetWMSize	CreateImage
CreateOpenSetClipStyle	GetParent	SetWMSizeHints	CreateImageSize
DeleteOpenSetDoubleBuffer	LoadQueryFont	SetWMState	PutPixel
DrawBox	SetLineType	GetFontHandle	SetWMTransSetImage
DrawCellArray	SetLineStyle	DeleteFont	DrawString
DrawFillArea	SetLineWidth	CreateGC	TextWidth
DrawLine	SetMarkerColor	ChangeGC	GetFontProperties
DrawPolyLine	SetMarkerSize	CopyGC	GetGCValues
DrawPolyMap	SetMarkerStyle	CreateGC	GetFontStrPutByte
DrawText	SetOpacity	CreateCursor	FreeFontStr
ExecCommand	SetRGB	SetCursor	ClearWindow
GetCharacterMap	SetTextAlign	CreatePixmap	FreeKeycode
GetDoubleBuffer	SetTextColor	CreatePixmap	FillRectangle
GetGeometry	SetTextFont	CreateBitmap	DrawRectangle
DisplayName	SetTextFont	DeletePixmap	DrawSegment
GetNativeEvent	SetTextMag	CreatePicture	SetFontFile
GetPixel	SetTextSize	CreatePicture	GetFontRgba
GetPlanes	UpdateWindow	ReadPicture	SetFontFile
GetRGB	Warp	DeletePicture	GetPrimarySelectionOwner
GetTextExtent	Warp	SetDashes	SetPrimarySelectionOwner
GetTextMagWriteGIF	ParseColor	ConvertPrimarySelectionOwner	
GetWindowID	WritePixmap	AllocColor	LookupString
HasTTFonts	GetWindow	AllocColor	GetPasteBuffer
InitWindow	MapWindow	FreeColor	TranslateCoords
AddWindow	MapSubwindow	EventsPending	GetWindowSet
RemoveWindow	MapRaised	NextEvent	FillPolygon
MoveWindow	UnmapWindow	Ball	QueryPointer
OpenPixmap	DestroyWindow	CopyArea	SetBackground
QueryPointer	RaiseWindow	ChangeWindowAttributes	ShowMembers
ReadGIF	LowerWindow	ChangeProperty	SetClipRectangles
RequestLocal	MoveWindow	DrawLine	Update
RequestString	MoveResizeWindow	Area	CreateRegion
RescaleWindow	ResizeWindow	CheckEvent	DestroyRegion

TAttLine			
fLineColor	fLineStyle	fLineWidth	fgIsA
@~TAttLine	GetLineColor	SaveLineAttributes	StreamerVirtual
TAttLine	GetLineStyle	SetLineAttributes	Class_Name
TAttLine	GetLineWidth	SetLineColors	IsA
Copy	Modify	SetLineStyle	ShowMembers
DistanceTo	ResetAttLine	SetLineWidth	Streamer