

**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@[@]	

**TMonitor**

fActive  
fDeActive  
fReady  
fMainLoop  
fInterrupt  
kRead  
kWrite  
fgIsA

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@~TMonitor  
SetReady  
GetSender  
TMonitor  
Add  
SetInterest  
Remove  
RemoveAll  
Activate  
ActivateAll  
DeActivate  
DeActivateAll  
Ready  
Interrupt  
Select  
Select  
Select  
GetActive  
GetDeActive  
GetListOfActives  
GetListOfDeActives  
Class  
Class\_Name  
IsA  
ShowMembers

**TQObject**

fListOfSignals  
fListOfConnections  
fgIsA

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@~TQObject  
GetSender  
GetSenderClassName  
ConnectToClass  
ConnectToClass  
CheckConnectArgs  
TQObject  
operator=  
TQObject  
GetListOfClassSignals  
GetListOfSignals  
GetListOfConnections  
EmitVA  
EmitVA  
Emit  
Emit  
Emit  
Emit  
Emit  
Emit  
Emit  
Emit