

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@[@]	

TProofPlayer

kFinished	fEventsProcessed
kStopped	fTotalEvents
kAborted	fQueryResults
fAutoBins	fQuery
fInput	fPreviousQuery
fOutput	fDrawQueries
fSelector	fMaxDrawQueries
fSelectorClass	fStopTimer
fFeedbackTimer	fStopTimerMtx
fEvtler	fgIsA
fSelStatus	
fExitStatus	
@~TProofPlayer	AddOutputObject
GetSender	AddOutput
SetupFeedback	StoreOutput
StopFeedback	StoreFeedback
TProofPlayer	Progress
Process	Progress
Finalize	Feedback
Finalize	GetNextPacket
DrawSelect	ReinitSelector
StopProcess	UpdateAutoBin
AddInput	IsClient
ClearInput	GetExitStatus
GetOutput	GetEventsProcessed
GetOutputList	AddEventsProcessed
GetInputList	HandleAbortTimer
GetListOfResults	HandleStopTimer
AddQueryResult	SetStopTimer
GetCurrentQuery	Class
GetQueryResult	Class_Name
RemoveQueryResult	IsA
SetCurrentQuery	ShowMembers
SetMaxDrawQueries	
RestorePreviousQuery	

TQObject

fListOfSignals	fgIsA
fListOfConnections	
@~TQObject	Emit
GetSender	Emit
GetSenderClassName	Emit
ConnectToClass	Emit
ConnectToClass	Connect
CheckConnectArgs	Disconnect
TQObject	HighPriority
operator=	LowPriority
TQObject	HasConnection
GetListOfClassSignals	NumberOfSignals
GetListOfSignals	NumberOfConnections
GetListOfConnections	Connected
EmitVA	Disconnected
EmitVA	Destroyed
Emit	ChangedBy
Emit	Message
Emit	Connect
Emit	Connect
Emit	Disconnect
Emit	Disconnect
Emit	LoadRQ_OBJECT
Emit	Class
Emit	Class_Name