

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		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@[@]	

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

TVirtualX				
kCopy	kHollow	kOpaque	fDrawMode	
kXor	kFilled	kCheck	fgIsA	
kInvert	kClear	kLoad		
@~TVirtualX	ResizePixmap	LowerWindow	EventsPending	LookupString
TVirtualX	ResizeWindow	MoveWindow	NextEvent	GetPasteBuffer
TVirtualX	SelectWindow	MoveResizeWindow	TranslateCoordinates	
Init	SelectPixmap	ResizeWindow	CopyArea	GetWindowSize
ClearWindow	SetCharacterUp	IconifyWindow	ChangeWindowAttributes	FillPolygon
ClosePixmap	SetClipOFF	ReparentWindow	ChangeProperty	QueryPointer
CloseWindow	SetClipRegion	SetWindowBackgroundPixmap	GrabLine	SetForeground
CopyPixmap	SetCursor	SetWindowBackgroundPixmap	SetClipRectangles	
CreateOpenGLContext	SetDoubleBuffer	CreateWindow	CheckEvent	Update
DeleteOpenGLContext	SetDoubleBufferOFF	OpenDisplay	SendEvent	CreateRegion
DrawBox	SetDoubleBufferON	CloseDisplay	WMDeleteNotify	DestroyRegion
DrawCellArray	SetDrawMode	GetDisplay	SetKeyAutoRepeat	UnionRectWithRegion
DrawFillArea	SetFillColor	GetVisual	GrabKey	PolygonRegion
DrawLine	SetFillStyle	GetScreen	GrabButton	UnionRegion
DrawPolyLine	SetLineColor	GetDepth	GrabPointer	IntersectRegion
DrawPolyMarker	SetLineType	GetColormap	SetWindowName	SubtractRegion
DrawText	SetLineStyle	InternAtom	SetIconName	XorRegion
ExecCommand	SetLineWidth	GetDefaultRootWindow	SetIconPixmap	EmptyRegion
GetCharacterUp	SetMarkerColor	GetParent	SetClassHints	PointInRegion
GetDrawMode	SetMarkerSize	LoadQueryFont	SetMMWMHints	EqualRegion
GetDoubleBuffer	SetMarkerStyle	GetFontHandle	SetWMPosition	GetRegionBox
GetGeometry	SetOpacity	DeleteFont	SetWMSize	ListFonts
DisplayName	SetRGB	CreateGC	SetWMSizeHints	FreeFontNames
GetNativeEvent	SetTextAlign	ChangeGC	SetWMState	CreateImage
GetPixel	SetTextColor	CopyGC	SetWMTransient	GetImageSize
GetPlanes	SetTextFont	DeleteGC	DrawString	PutPixel
GetRGB	SetTextFont	CreateCursor	TextWidth	PutImage
GetTextExtent	SetTextMagnitude	SetCursor	GetFontProperties	SetImage
GetTextMagnitude	SetTextSize	CreatePixmap	GetGCValues	GetColorBits
GetWindowID	UpdateWindow	CreatePixmap	GetFontStruct	ShapeCombineMask
HasTTFonts	Warp	CreateBitmap	FreeFontStruct	IsCmdThread
InitWindow	WriteGIF	DeletePixmap	ClearWindow	Instance
AddWindow	WritePixmap	CreatePictureFromPixmapToKeycodeClass		
AddPixmap	GetCurrentWindow	CreatePictureFromRectangle	Class_Name	
RemoveWindow	GetWindowAttributes	CreatePixmapFromRectangle	IsA	
MoveWindow	MapWindow	ReadPictureDataFromSegments	ShowMembers	
OpenPixmap	MapSubwindows	DeletePictureData	SelectInput	Streamer
QueryPointer	MapRaised	SetDashes	GetInputFocus	StreamerNVirtual
ReadGIF	UnmapWindow	ParseColor	SetInputFocus	
RequestLocator	DestroyWindow	AllocColor	GetPrimarySelectionOwner	
RequestString	DestroySubwindow	QueryColor	SetPrimarySelectionOwner	
RescaleWindow	RaiseWindow	FreeColor	ConvertPrimarySelection	

TAttLine			
fLineColor	fLineStyle	fLineWidth	fgIsA
@~TAttLine	GetLineColor	SaveLineAttributesClass	StreamerNVirtual
TAttLine	GetLineStyle	SetLineAttributesClass_Name	
TAttLine	GetLineWidth	SetLineColor	IsA
Copy	Modify	SetLineStyle	ShowMembers
DistancetoLine	ResetAttLine	SetLineWidth	Streamer