

TObject		
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	fUniqueId
kIsReference	kZombie	fBits
kHasUUID	kBitMask	
Streamer	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@
@-TObject	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistancetoPr	Primitive	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRe	Obsolete
Execute	SaveAs	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEven	SetDrawOpti	GetObjectStat
FindObject	SetUniqueId	SetObjectStat
FindObject	UseCurrentStyl	less
GetDrawOpti	Write	Class_Name
GetUniqueId	Write	IsA
GetName	operator new	
GetIconName	operator new@	[@]

TNamed
fgIsA
fName
fTitle
Streamer
TNamed
TNamed
TNamed
TNamed
operator=
@-TNamed
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA

TVirtualX					
kCopy	kInvert	kFilled	kOpaque	kLoad	fDrawMode
kXor	kHollow	kClear	kCheck	fgIsA	
Streamer	GetFontDesc	GetTextFont	LoadQueryFont	GetIconName	UnionRegion
TVirtualX	GetTextMagn	SetTextFont	GetFontHand	SetIconPixmap	IntersectRegion
TVirtualX	GetWindowID	SetTextMagn	DeleteFont	SetClassHint	SubtractRegion
@-TVirtualX	HasTTFonts	SetTextSize	CreateGC	SetMWMHint	XorRegion
Init	InitWindow	Sync	ChangeGC	SetWMPositi	EmptyRegion
ClearWindow	AddWindow	UpdateWind	CopyGC	SetWMSize	PointInRegion
ClosePixmap	AddPixmap	Warp	DeleteGC	SetWMSizeH	EqualRegion
CloseWindow	RemoveWind	WriteGIF	CreateCursor	SetWMState	GetRegionBox
CopyPixmap	MoveWindow	WritePixmap	SetCursor	SetWMTrans	ListFonts
CreateOpenG	CopyPixmap	GetCurrentW	CreatePixmap	DrawString	FreeFontNames
DeleteOpenG	CopyPixmap	InterSupportsExt	CreatePixmap	TextWidth	CreateImage
GetOpenGLS	RenderGIF	GetWindowA	GrabBitma	GetFontProp	GetImageSize
CreateOpenG	RAIInhibit	MapWindow	DeletePixmap	GetGCValues	PutPixel
CreateOpenG	RAIUseStrin	MapSubwind	CreatePicture	GetColor	PutImage
MakeOpenGL	RAIUseCurre	MapRaised	CreatePicture	GetColorStr	DeleteImage
GetCurrentO	RAIUseCont	MapWindow	CreatePixmap	FreeFontStr	GetColorBits
FlushOpenGL	RAIUseWind	DestroyWind	ReadPicture	DrawWindow	ShapeCombineMask
DrawBox	SelectWindow	DestroySub	DeletePicture	DaymToKey	GetProperty
DrawCellArr	SelectPixmap	RaiseWindow	SetDashes	FillRectangle	GetProperty
DrawFillArea	SetCharacter	LowerWindow	WarpColor	DrawRectangle	ChangeActivePointerGrab
DrawLine	SetClipOFF	MoveWindow	AllocColor	DrawSegment	ConvertSelection
DrawPolyLin	SetClipRegion	MoveResizeW	UndoColor	SelectInput	SetSelectionOwner
DrawPolyMar	SetCursor	ResizeWindow	FreeColor	GetInputFocus	ChangeProperties
DrawText	SetDoubleBuff	NotifyWindow	EventsPending	SetInputFocus	SetDNDAware
DrawText	SetDoubleBuff	FreeOREdraw	NextEvent	GetPrimarySet	ClipboardOwner
ExecCommand	SetDoubleBuff	RepaintWin	Beep	SetPrimarySet	FindWindow
GetCharacter	SetDrawMod	SetWindowB	CopyArea	ConvertPrim	SetDNDAware
GetDrawMod	SetFillColor	SetWindowB	ChangeWindow	PutRectIn	BeginModalSessionFor
GetDoubleBuff	SetFillStyle	CreateWindow	ChangeProp	GetPasteBuff	CmdThread
GetGeometry	SetLineColor	OpenDisplay	DrawLine	TranslateCo	WrapOfFont
DisplayName	SetLineStyle	CloseDisplay	ClearArea	GetWindowSt	Instance
GetNativeEv	SetLineStyle	GetDisplay	CheckEvent	FillPolygon	Class
GetPixel	SetLineWidth	GetVisual	SendEvent	QueryPointer	Class_Name
GetPlanes	SetMarkerCo	GetScreen	DispatchClie	SendMessage	IsA
GetRGB	SetMarkerSiz	GetDepth	WMDeleteNo	SetClipRect	ShowMembers
GetTextExte	SetMarkerSty	ScreenWidth	WMKeyAuto	Redraw	StreamerN
GetTextExte	SetOpacity	GetColormap	GrabKey	CreateRegion	Virtual
GetFontAsce	SetRGB	InternAtom	GrabButton	DestroyRegion	
GetFontAsce	SetTextAlign	GetDefaultR	GrabLower	UnionRect	WithRegion
GetFontDesc	SetTextColor	GetParent	SetWindowN	FillPolygon	Region

TAttLine			
fgIsA	fLineColor	fLineStyle	fLineWidth
Streamer	Copy	GetLineWidth	SetLineAttri
TAttLine	DistancetoLi	Modify	SetLineColor
TAttLine	GetLineColor	ResetAttLine	SetLineColor
@-TAttLine	GetLineStyle	SaveLineAttr	SetLineStyle
			IsA