

TObject			TGrid
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[@[@]]		