

TObject			TSysEvtHandler		TTimer	
fUniqueID	kIsReferenced	kZombie	fIsActive	fTime	fTimeID	
fBits	kHasUUID	kBitMask	fgIsA	fAbsTime	fObject	
fgDtorOnly	kCannotPick	kSingleKey	@~TSysEvtHandler	fTimeout	fCommand	
fgObjectStat	kNoContextMenu	kOverwrite	GetSender	fSync	fgIsA	
kCanDelete	kInvalidObject	kWriteDelete	Activate	fIntSyscalls		
kMustCleanup	kIsOnHeap	fgIsA	DeActivate			
kObjInCanvas	kNotDeleted		IsActive			
@~TObject	GetOption	operator new	Add			
MakeZombie	GetObjectInfo	operator new[@@]	Remove			
DoError	GetTitle	operator delete	Notify			
TObject	HandleTimer	operator delete[@@]	Activated			
TObject	Hash	operator delete	DeActivated			
operator=	InheritsFrom	operator delete[@@]	SetBit			
AppendPad	InheritsFrom		SetBit			
Browse	Inspect		ResetBit			
ClassName	IsFolder		TestBit			
Clear	isEqual		TestBits			
Clone	IsSortable		InvertBit			
Compare	IsOnHeap		Info			
Copy	IsZombie		Warning			
Delete	Notify		Error			
DistanceToPrimitive	Is		SysError			
Draw	Paint		Fatal			
DrawClass	Pop		AbstractMethod			
DrawClone	Print		MayNotUse			
Dump	Read		GetDtorOnly			
Execute	RecursiveRemove		SetDtorOnly			
Execute	SavePrimitive		GetObjectStat			
ExecuteEvent	SetDrawOption		SetObjectStat			
FindObject	SetUniqueID		SetObjectStat			
FindObject	UseCurrentStyle		Class			
GetDrawOption	Write		Class_Name			
GetUniqueID	Write		IsA			
GetName	operator new		ShowMembers			
GetIconName	operator new[@@]					

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