

TObject			TNamed			TDirectory		
fUniqueID	kIsReferenced	kZombie	fName	fModified	fBufferSize	fList		
fBits	kHasUUID	kBitMask	fTitle	fWritable	fSeekDir	fKeys		
fgDtorOnly	kCannotPick	kSingleKey	fglmA	fDatimeC	fSeekParent	fUUID		
fgObjectStat	kNoContextMenu	kOverwrite		fDatimeM	fSeekKeys	kCloseDirectory		
kCanDelete	kInvalObject	kWriteDelete	@~TNamed	fNbytesKeys	fFile	fglsA		
kMustCleanup	kIsOnHeap	fglsA	TNamed	fNbytesName	fMother			
kObjInCanvas	kNotDeleted		TNamed					
@~TObject	GetOption	operator new	TNamed					
MakeZombie	GetObjectInfo	operator new@[@]	TNamed					
DoError	SetTitle	operator delete	operator=					
TObject	HandleTimer	operator delete@[@]	Clear					
TObject	Hash	operator delete	Clone					
operator=	InheritsFrom	operator delete@[@]	Compare					
AppendPad	InheritsFrom	SetBit	Copy					
Browse	Inspect	SetBit	FillBuffer					
ClassName	IsFolder	ResetBit	GetName					
Clear	IsEqual	TestBit	GetTitle					
Clone	IsSortable	TestBits	Hash					
Compare	IsOnHeap	InvertBit	IsSortable					
Copy	IsZombie	Info	SetName					
Delete	Notify	Warning	SetNameTitle					
DistantcetoPrimitives		Error	SetTitle					
Draw	Paint	SysError	Is					
DrawClass	Pop	Fatal	Print					
DrawClone	Print	AbstractMethod	Sizeof					
Dump	Read	MayNotUse	Class					
Execute	RecursiveRemove	GetDtorOnly	Class_Name					
Execute	SavePrimitive	SetDtorOnly	IsA					
ExecuteEvent	SetDrawOption	GetObjectStat	ShowMembers					
FindObject	SetUniqueId	SetObjectStat						
FindObject	UseCurrentStyle	Class						
GetDrawOption	Write	Class_Name						
GetUniqueId	Write	IsA						
GetName	operator new	ShowMembers						
GetIconName	operator new@[@]							