

TObject			TNamed	TDataSet	TChair
fUniqueID	kIsReferenced	kZombie	fName	kContinue	fTable
fBits	kHasUUID	kBitMask	fTitle	kPrune	fIsA
fgDtorOnly	kCannotPick	kSingleKey	fgIsA	kStop	fLastIndx
fgObjectStat	kNoContextMenu	kOverwrite		kUp	fLastRow
kCanDelete	kInvalObjet	kWriteDelete	@ ~TNamed	kStruct	
kMustCleanup	kIsOnHeap	fgIsA	TNamed	kAll	
kObjInCanvas	kNotDeleted		TNamed	kRefs	
			TNamed	kMarked	
				fgMainSet	
@ ~TObject	GetOption	operator new			
MakeZombie	GetObjectInfo	operator new[@[@]]			
DoError	GetTitle	operator delete			
TObject	HandleTimer	operator delete[@[@]]	operator=		
TObject	Hash	operator delete	Clear		
operator=	InheritsFrom	operator delete[@[@]]	Clone		
AppendPad	InheritsFrom	SetBit	Compare		
Browse	Inspect	SetBit	Copy		
ClassName	IsFolder	ResetBit	FillBuffer		
Clear	isEqual	TestBit	GetName		
Clone	IsSortable	TestBits	GetTitle		
Compare	IsOnHeap	InvertBit	Hash		
Copy	IsZombie	Info	IsSortable		
Delete	Notify	Warning	SetName		
DistancetoPrimitive	operator new	Error	SetNameTitle		
Draw	Paint	SysError	Title		
DrawClass	Pop	Fatal	Is		
DrawClone	Print	AbstractMethod	Print		
Dump	Read	MayNotUse	Sizeof		
Execute	RecursiveRemove	GetDtorOnly	Class		
Execute	SavePrimitive	SetDtorOnly	Class_Name		
ExecuteEvent	SetDrawOption	GetObjectStat	IsA		
FindObject	SetUniqueID	SetObjectStat	ShowMembers		
FindObject	UseCurrentStyle	Class			
GetDrawOption	Write	Class_Name			
GetUniqueID	Write	IsA			
GetName	operator new	ShowMembers			
GetIconName	operator new[@[@]]				