

**TStorage**

<b>fgHeapBegin</b>	<b>fgReAllocHook</b>
<b>fgHeapEnd</b>	<b>fgReAllocCHook</b>
<b>fgMaxBlockSize</b>	<b>fgHasCustomNewDelete</b>
<b>fgFreeHook</b>	<b>fgIsA</b>
<b>fgFreeHookData</b>	
<b>@~TStorage</b>	<b>PrintStatistics</b>
<b>GetHeapBegin</b>	<b>SetMaxBlockSize</b>
<b>GetHeapEnd</b>	<b>SetFreeHook</b>
<b>GetFreeHook</b>	<b>SetReAllocHooks</b>
<b>GetFreeHookData</b>	<b>SetCustomNewDelete</b>
<b>GetMaxBlockSize</b>	<b>EnableStatistics</b>
<b>Alloc</b>	<b>HasCustomNewDelete</b>
<b>Dealloc</b>	<b>AddToHeap</b>
<b>ReAlloc</b>	<b>IsOnHeap</b>
<b>ReAlloc</b>	<b>Class</b>
<b>ReAllocChar</b>	<b>Class_Name</b>
<b>ReAllocInt</b>	<b>IsA</b>
<b>ObjectAlloc</b>	<b>ShowMembers</b>
<b>ObjectAlloc</b>	<b>Streamer</b>
<b>ObjectDealloc</b>	<b>StreamerNVirtual</b>
<b>ObjectDealloc</b>	<b>TStorage</b>
<b>EnterStat</b>	
<b>RemoveStat</b>	