

TObject			TNamed	TKey	TKeyXML
fUniqueID	kIsReferenced	kZombie	fName	fVersion	fFile
fBits	kHasUUID	kBitMask	fTitle	fSeekPdir	fXML
fgDtorOnly	kCannotPick	kSingleKey	fgIsA	fClassName	fKeyNode
fgObjectStat	kNoContextMenu	kOverwrite	@~TNamed	fLeft	fgIsA
kCanDelete	kInvalObject	kWriteDelete	TNamed	fBuffer	
kMustCleanup	kIsOnHeap	fgIsA	TNamed	fBufferRef	
kObjInCanvas	kNotDeleted		TNamed	fSeekKey	
@~TObject	GetOption	operator new	@~TKey	GetVersion	@~TKeyXML
MakeZombie	GetObjectInfo	operator new@[@]	Create	GetSeekKey	TKeyXML
DoError	GetTitle	operator delete	Read	GetSeekPdir	TKeyXML
TObject	HandleTimer	operator delete@[@]	Clear	Hash	Browse
TObject	Hash	operator delete	Clone	IsFolder	Delete
operator=	InheritsFrom	operator delete@[@]	Compare	Keep	DeleteBuffer
AppendPad	InheritsFrom	SetBit	Copy	Is	FillBuffer
Browse	Inspect	SetBit	FillBuffer	Print	GetBuffer
ClassName	IsFolder	ResetBit	GetName	Read	GetSeekKey
Clear	isEqual	TestBit	GetTitle	ReadObj	GetSeekPdir
Clone	IsSortable	TestBits	Hash	Delete	Keep
Compare	IsOnHeap	InvertBit	IsSortable	DeleteBuffer	Read
Copy	IsZombie	Info	SetName	ReadBuffer	ReadObj
Delete	Notify	Warning	SetNameTitle	ReadFile	ReadObjectAny
DistantcetoPrimitive's		Error	SetTitle	SetBuffer	ReadBuffer
Draw	Paint	SysError	Is	SetParent	ReadFile
DrawClass	Pop	Fatal	Print	Title	SetBuffer
DrawClone	Print	AbstractMethod	Sizeof	Sizeof	SetParent
Dump	Read	MayNotUse	Class	WriteFile	Sizeof
Execute	RecursiveRemove	GetDtorOnly	Class	Class	WriteFile
Execute	SavePrimitive	SetDtorOnly	Class_Name	Class_Name	KeyNode
ExecuteEvent	SetDrawOption	GetObjectStat	IsA	GetCycle	SetXML
FindObject	SetUniqueId	SetObjectStat	ShowMembers	GetDatime	Read
FindObject	UseCurrentStyle	Class	GetKeep	ShowMembers	StoreObject
GetDrawOption	Write	Class_Name	GetKeylen	Streamer	ObjNode
GetUniqueId	Write	IsA	GetNbytes	StreamerNVirtual	BlockNode
GetName	operator new	ShowMembers	GetObjlen		Class
GetIconName	operator new@[@]				Class_Name
					IsA
					ShowMembers
					Streamer
					StreamerNVirtual