

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

TXMLEngine	
fgIsA	
@~TXMLEngine	SkipEmpty
TXMLEngine	CleanNode
HasAttr	NewDoc
GetAttr	AssignDtd
GetIntAttr	FreeDoc
NewAttr	SaveDoc
NewIntAttr	DocSetRootElement
FreeAttr	DocGetRootElement
FreeAllAttr	ParseFile
GetFirstAttr	ValidateDocument
GetNextAttr	SaveSingleNode
GetAttrName	ReadSingleNode
GetAttrValue	Makestr
NewChild	Makenstr
NewNS	AllocateNode
GetNS	AllocateAttr
GetNSName	FindNs
GetNSReference	TruncateNsExtension
AddChild	UnpackSpecialCharacters
AddChildFirst	OutputValue
UnlinkNode	SaveNode
FreeNode	ReadNode
UnlinkFreeNode	DisplayError
GetNodeName	Class
GetNodeContent	Class_Name
GetChild	IsA
GetParent	ShowMembers
GetNext	Streamer
ShiftToNext	StreamerNVirtual
IsEmptyNode	