

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@[@]	

TSQLServer	
fType	kSQL_VARCHAR
fHost	kSQL_INTEGER
fDB	kSQL_FLOAT
fPort	kSQL_DOUBLE
fErrorCode	kSQL_NUMERIC
fErrorMsg	kSQL_BINARY
fErrorOut	kSQL_TIMESTAMP
kSQL_NONE	fgIsA
kSQL_CHAR	
@~TSQLServer	ServerInfo
ClearError	IsConnected
SetError	GetDBMS
Close	GetHost
Query	GetPort
Exec	IsError
Statement	GetErrorCode
IsSupportStatement	GetErrorMsg
SelectDataBase	EnableErrorOutput
GetDataBases	StartTransaction
GetTables	Commit
GetTablesList	Rollback
HasTable	Connect
GetTableInfo	Class
GetColumns	Class_Name
GetMaxIdentifierLength	Class
CreateDataBase	ShowMembers
DropDataBase	Streamer
Reload	
Shutdown	

TODBCServer
fHenv
fHdbc
fInfo
fgIsA
@~TODBCServer
ExtractErrors
EndTransaction
TODBCServer
Close
Query
Exec
Statement
IsSupportStatement
SelectDataBase
GetDataBases
GetTables
GetTablesList
GetTableInfo
GetColumns
GetMaxIdentifierLength
CreateDataBase
DropDataBase
Reload
Shutdown
ServerInfo
StartTransaction
Commit
Rollback
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual