

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@[@]	

TSlave	
kMaster	fProtocol
kSlave	fSocket
kInvalid	fProof
kActive	fInput
kInactive	fBytesRead
fgTXSlaveHook	fRealTime
fName	fCpuTime
fImage	fSlaveType
fProofWorkDir	fStatus
fWorkDir	fParallel
fUser	fMsd
fPort	fgIsA
fOrdinal	
fPerfIdx	
@~TSlave	GetOrdinal
TSlave	GetPerfIdx
TSlave	GetProtocol
OldAuthSetup	GetSocket
Init	GetProof
operator=	GetBytesRead
Create	GetRealTime
TSlave	GetCpuTime
FlushSocket	GetSlaveType
Init	GetStatus
Interrupt	GetParallel
Ping	GetMsd
SendCoordinator	GetInputHandler
SetAlias	SetInputHandler
SetStatus	IsValid
StopProcess	Print
Close	SetupServ
Compare	SetInterruptHandler
IsSortable	SetTXSlaveHook
GetName	Class
GetImage	Class_Name
GetProofWorkDir	IsA
GetWorkDir	ShowMembers
GetUser	
GetPort	