

| 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@[@] | |

| TQpDataBase | |
|---------------------|-----------------|
| fNx | fXloIndex |
| fMy | fCupBound |
| fMz | fCupIndex |
| fG | fCloBound |
| fBa | fCloIndex |
| fXupBound | fgIsA |
| fXupIndex | |
| fXloBound | |
| @~TQpDataBase | GetXlowerBound |
| RandomlyChooseBound | GetXlowerBound |
| PutQIntoAt | GetSupperBound |
| PutAIntoAt | GetisupperBound |
| PutCIntoAt | GetSlowerBound |
| Qmult | GetislowerBound |
| Amult | DataNorm |
| Cmult | DataRandom |
| ATransmult | ObjectiveValue |
| CTransmult | operator= |
| GetDiagonalOfQ | Class |
| GetG | Class_Name |
| GetBa | IsA |
| GetXupperBound | ShowMembers |
| GetixupperBound | |