

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@[@]	

TDrawFeedback
fAll
fNames
fOption
fProof
fgIsA
@~TDrawFeedback
TDrawFeedback
Feedback
SetOption
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TQObject
fListOfSignals
fListOfConnections
fgIsA
@~TQObject
GetSender
GetSenderClassName
ConnectToClass
ConnectToClass
CheckConnectArgs
TQObject
GetListOfClassSignals
GetListOfSignals
GetListOfConnections
EmitVA
EmitVA
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Emit
Emit
Connect
Disconnect
HighPriority
LowPriority
HasConnection
NumberOfSignals
NumberOfConnections
Connected
Disconnected
Destroyed
ChangedBy
Message
Connect
Connect
Disconnect
Disconnect
LoadRQ_OBJECT