

**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@[@] |                     |

**TLayoutManager**

fgIsA

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@~TLayoutManager  
Layout  
GetDefaultSize  
SetDefaultWidth  
SetDefaultHeight  
Class  
Class\_Name  
IsA  
ShowMembers  
Streamer

**TGMatrixLayout**

fMain  
fList  
fSep  
fHints  
fRows  
fColumns  
fgIsA

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@~TGMatrixLayout  
TGMatrixLayout  
Layout  
GetDefaultSize  
SavePrimitive  
Class  
Class\_Name  
IsA  
ShowMembers  
Streamer  
StreamerNVirtual