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@[@]	

TMapFile

fFd	fWritable
fVersion	fSemaphore
fName	fhSemaphore
fTitle	fGetting
fOption	fWritten
fMmallocDesc	fSumBuffer
fBaseAddr	fSum2Buffer
fSize	fgMapAddress
fFirst	fgMmallocDesc
fLast	kDefaultMapSize
fOffset	fgIsA
fDirectory	
fBrowseList	

@~TMapFile	GetSize
TMapFile	GetOption
TMapFile	GetTitle
TMapFile	GetFirst
operator=	GetLast
FindShadowMapFile	IsFolder
InitDirectory	IsWritable
Remove	OrgAddress
Remove	Print
SumBuffer	Is
GetBestBuffer	cd
CreateSemaphore	Add
AcquireSemaphore	Update
ReleaseSemaphore	Remove
DeleteSemaphore	Remove
MapToAddress	RemoveAll
operator delete	Get
Browse	Create
Close	WhichMapFile
GetBaseAddr	SetMapAddress
GetBreakval	Class
GetDirectory	Class_Name
GetFd	IsA
GetMmallocDesc	ShowMembers
GetName	