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@[@]	

TNamed

fName
fTitle
fgIsA

@~TNamed
TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

TText

fX
fY
kTextNDC
fgIsA

@~TText
TText
TText
TText
Copy
DistancetoPrimitive
DrawText
DrawTextNDC
ExecuteEvent
GetControlBox
GetX
GetBoundingBox
GetTextAscentDescent
GetTextExtent
GetY
Is
Paint
PaintControlBox
PaintText
PaintTextNDC
Print
SavePrimitive
SetNDC
SetText
SetX
SetY
Class
Class_Name
IsA
ShowMembers
Streamer

TAttText

fTextAngle
fTextSize
fTextAlign
fTextColor
fTextFont
fgIsA

@~TAttText
TAttText
TAttText
Copy
GetTextAlign
GetTextAngle
GetTextColor
GetTextFont
GetTextSize
Modify
ResetAttText
SaveTextAttributes
SetTextAttributes
SetTextAlign
SetTextAngle
SetTextColor
SetTextFont