

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@[@]	

TGLayouthints

fFE
fPrev
fLayouthints
fPadtop
fPadbottom
fPadleft
fPadright
fgIsA

@~TGLayouthints
operator=
UpdateFrameElements
TGLayouthints
TGLayouthints
GetLayouthints
GetPadTop
GetPadBottom
GetPadLeft
GetPadRight
SetLayouthints
SetPadTop
SetPadBottom
SetPadLeft
SetPadRight
Print
Is
SavePrimitive
Class
Class_Name
IsA
ShowMembers

TGXYLayouthints

fX
fY
fW
fH
fFlag
kLRubberX
kLRubberY
kLRubberW
kLRubberH
fgIsA

@~TGXYLayouthints
TGXYLayouthints
GetX
GetY
GetW
GetH
GetFlag
SetX
SetY
SetW
SetH
SetFlag
Class
Class_Name
IsA
ShowMembers
Streamer

TRefCount

fRefs
kStaticInit

@~TRefCount
TRefCount
TRefCount
References
SetRefCount
AddReference
RemoveReference