

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@[@]	

TSysEvtHandler

fIsActive
fgIsA

@~TSysEvtHandler
GetSender
Activate
DeActivate
IsActive
Add
Remove
Notify
Activated
DeActivated
Notified
Added
Removed
Class
Class_Name
IsA
ShowMembers

TSignalHandler

fSignal
fSync
fDelay
fgIsA

@~TSignalHandler
TSignalHandler
TSignalHandler
Delay
HandleDelayedSignal
GetSignal
SetSignal
IsSync
IsAsync
Notify
Add
Remove
Class
Class_Name
IsA
ShowMembers
Streamer

TQObject

fListOfSignals
fListOfConnections
fgIsA

@~TQObject
GetSender
GetSenderClassName
ConnectToClass
ConnectToClass
CheckConnectArgs
TQObject
operator=
TQObject
GetListOfClassSignals
GetListOfSignals
GetListOfConnections
EmitVA
EmitVA
Emit
Emit
Emit
Emit
Emit
Emit
Emit
Emit
Emit
Emit
Emit
Emit
Emit
Emit
Emit
Emit
Emit
Emit
Connect
Disconnect
HighPriority
LowPriority
HasConnection
NumberOfSignals
NumberOfConnections
Connected
Disconnected
Destroyed