

TObject		
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	fUniqueID
kIsReferenced	kZombie	fBits
kHasUUID	kBitMask	
Streamer	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[@]
@~TObject	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistancetoPrimitive	Paint	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRemove	Obsolete
Execute	SaveAs	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	
GetIconName	operator new@[@]	

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

TThread		
kLowPriority	fgXArr	fState
kNormalPriority	fgXAnb	fStateComing
kHighPriority	fgXArt	fId
kInvalidState	fgMainId	fHandle
kNewState	fgMain	fDetached
kRunningState	fgMainMutex	fNamed
kTerminatedState	fgXActMutex	fFcnRetn
kFinishedState	fgXActCondi	fFcnVoid
kCancelingState	fgIsA	fThreadArg
kCanceledState	fNext	fClean
kDeletingState	fPrev	fTsd[25]
fgThreadImp	fHolder	fComment[100]
fgXAct	fPriority	
Streamer	Delete	GetTime
Constructor	GetPriority	Delete
SetComment	GetState	Tsd
DoError	GetId	SetCancelOn
ErrorHandler	Ps	SetCancelOff
Init	ps	SetCancelAsynchronous
Function	Initialize	SetCancelDeferred
XARrequest	IsInitialized	CancelPoint
AfterCancel	Join	Kill
TThread	Join	Kill
operator=	Exit	CleanUpPush
TThread	Exists	CleanUpPop
TThread	GetThread	CleanUp
TThread	GetThread	Printf
TThread	Lock	XAction
TThread	TryLock	Class
@~TThread	UnLock	Class_Name
Kill	Self	IsA
Run	SelfId	
SetPriority	Sleep	