

TObject			TNamed	TProcessID
fUniqueID	kIsReferenced	kZombie	fName	fCount
fBits	kHasUUID	kBitMask	fTitle	fObjects
fgDtorOnly	kCannotPick	kSingleKey	fglsA	fgPID
fgObjectStat	kNoContextMenu	kOverwrite	@~TNamed	fgPIDs
kCanDelete	kInvalObject	kWriteDelete	TNamed	fgObjPIDs
kMustCleanup	kIsOnHeap	fglsA	TNamed	fgNumber
kObjInCanvas	kNotDeleted		TNamed	fglsA
@~TObject	GetOption	operator new	@~TProcessID	
MakeZombie	GetObjectInfo	operator new[@[@]]	TProcessID	
DoError	GetTitle	operator delete	TProcessID	
TObject	HandleTimer	operator delete@[@]	Clear	
TObject	Hash	operator delete	Clone	
operator=	InheritsFrom	operator delete@[@]	Compare	
AppendPad	InheritsFrom	SetBit	Copy	
Browse	Inspect	SetBit	FillBuffer	
ClassName	IsFolder	ResetBit	GetName	
Clear	isEqual	TestBit	GetTitle	
Clone	IsSortable	TestBits	Hash	
Compare	IsOnHeap	InvertBit	IsSortable	
Copy	IsZombie	Info	SetName	
Delete	Notify	Warning	SetNameTitle	
DistancetoPrimitive	Is	Error	Title	
Draw	Paint	SysError	Is	
DrawClass	Pop	Fatal	Print	
DrawClone	Print	AbstractMethod	Sizeof	
Dump	Read	MayNotUse	Class	
Execute	RecursiveRemove	GetDtorOnly	Class_Name	
Execute	SavePrimitive	SetDtorOnly	IsA	
ExecuteEvent	SetDrawOption	GetObjectStat	ShowMembers	
FindObject	SetUniqueId	SetObjectStat		
FindObject	UseCurrentStyle	Class		
GetDrawOption	Write	Class_Name		
GetUniqueId	Write	IsA		
GetName	operator new	ShowMembers		
GetIconName	operator new[@[@]]			