

TObject			TNamed	TSocket
fUniqueID	kIsReferenced	kZombie	fName	kRead
fBits	kHasUUID	kBitMask	fTitle	fSecContext
fgDtorOnly	kCannotPick	kSingleKey	fgIsA	fService
fgObjectStat	kNoContextMenu	kOverwrite	@~TNamed	fServType
kCanDelete	kInvalidObject	kWriteDelete	TNamed	kROOTD
kMustCleanup	kIsOnHeap	fgIsA	TNamed	kPROOFD
kObjInCanvas	kNotDeleted		TNamed	fAddress
@~TObject	GetOption	operator new	operator=	fBytesRecv
MakeZombie	GetObjectInfo	operator new[@@]	Clear	fBytesSent
DoError	GetTitle	operator delete	Clone	fCompress
TObject	HandleTimer	operator delete[@@]	Compare	fLocalAddress
TObject	Hash	operator delete	Copy	fRemoteProtocol
operator=	InheritsFrom	operator delete[@@]	@~TSocket	GetTcpWindowSize
AppendPad	InheritsFrom	SetBit	TSocket	GetUrl
Browse	Inspect	SetBit	Authenticate	IsAuthenticated
ClassName	IsFolder	ResetBit	SetDescriptor	IsValid
Clear	IsEqual	TestBit	operator=	Recv
Clone	IsSortable	TestBits	GetOption	Recv
Compare	IsOnHeap	InvertBit	RecvHostAuth	Recv
Copy	IsZombie	Info	SecureRecv	Recv
Delete	Notify	Warning	SecureSend	RecvRaw
DistancetoPrimitive	Is	Error	SendHostAuth	Select
Draw	Paint	SysError	TSocket	Send
DrawClass	Pop	Fatal	TSocket	Send
DrawClone	Print	AbstractMethod	TSocket	Send
Dump	Read	MayNotUse	TSocket	SendObject
Execute	RecursiveRemove	GetDtorOnly	TSocket	SendRaw
Execute	SavePrimitive	SetDtorOnly	Close	SetCompressionLevel
ExecuteEvent	SetDrawOption	GetObjectStat	GetDescriptor	SetOption
FindObject	SetUniqueID	SetObjectStat	GetInetAddress	SetRemoteProtocol
FindObject	UseCurrentStyle	Class	GetLocalInetAddress	SetSecContext
GetDrawOption	Write	Class_Name	GetPort	SetService
GetUniqueID	Write	IsA	GetService	SetUrl
GetName	operator new	ShowMembers	GetServType	GetSocketBytesSent
GetIconName	operator new[@@]		GetLocalPort	GetSocketBytesRecv