

TObject			TNamed	TInterpreter		TCint	
fUniqueID	kIsReferenced	kZombie	fName	kNoError	kProcessing	fMore	fSharedLibs
fBits	kHasUUID	kBitMask	fTitle	kRecoverable	fgIsA	fExitCode	fIncludePath
fgDtorOnly	kCannotPick	kSingleKey	fgIsA	kDangerous		fPrompt[64]	fMapfile
fgObjectStat	kNoContextMenu	kOverwrite		kFatal		fDictPos	fgIsA
kCanDelete	kInvalObjet	kWriteDelete				fDictPosGlobals	
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	Paint	Error					
Draw	Pop	SysError					
DrawClass	Print	Fatal					
DrawClone	Read	AbstractMethod					
Dump	RecursiveRemove	MayNotUse					
Execute	SavePrimitive	GetDtorOnly					
Execute	SetDrawOption	SetDtorOnly					
ExecuteEvent	SetDrawOption	GetObjectStat					
FindObject	SetUniqueID	SetObjectStat					
FindObject	UseCurrentStyle	Class					
GetDrawOption	Write	Class_Name					
GetUniqueID	Write	IsA					
GetName	operator new	ShowMembers					
GetIconName	operator new[@[@]]						