

TObject			TFoamCell		
fUniqueID	kIsReferenced	kZombie	fDim	fBest	
fBits	kHasUUID	kBitMask	fSerial	fVolume	
fgDtorOnly	kCannotPick	kSingleKey	fStatus	fIntegral	
fgObjectStat	kNoContextMenu	kOverwrite	fParent	fDrive	
kCanDelete	kInvalObject	kWriteDelete	fDaught0	fPrimary	
kMustCleanup	kIsOnHeap	fgIsA	fDaught1	fgIsA	
kObjInCanvas	kNotDeleted		fXdiv		
@~TObject	GetOption	operator new	@~TFoamCell	SetDriv	
MakeZombie	GetObjectInfo	operator new[@[@]]	TFoamCell	SetPrim	
DoError	GetTitle	operator delete	TFoamCell	GetStat	
TObject	HandleTimer	operator delete[@[@]]	TFoamCell	SetStat	
TObject	Hash	operator delete	Fill	GetPare	
operator=	InheritsFrom	operator delete[@[@]]	operator=	GetDau0	
AppendPad	InheritsFrom	SetBit	GetXdiv	GetDau1	
Browse	Inspect	SetBit	GetBest	SetDau0	
ClassName	IsFolder	ResetBit	SetBest	SetDau1	
Clear	IsEqual	TestBit	SetXdiv	SetSerial	
Clone	IsSortable	TestBits	GetHcub	GetSerial	
Compare	IsOnHeap	InvertBit	GetHSize	Print	
Copy	IsZombie	Info	CalcVolume	Class	
Delete	Notify	Warning	GetVolume	Class_Name	
DistancetoPrimitive	Is	Error	GetIntg	IsA	
Draw	Paint	SysError	GetDriv	ShowMembers	
DrawClass	Pop	Fatal	GetPrim		
DrawClone	Print	AbstractMethod	SetIntg		
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[@[@]]				