

TObject			TSysEvtHandler		TTimer	
fUniqueID	kIsReferenced	kZombie	fIsActive	fTime	fTimeID	
fBits	kHasUUID	kBitMask	fgIsA	fAbsTime	fObject	
fgDtorOnly	kCannotPick	kSingleKey	@~TSysEvtHandler	fTimeout	fCommand	
fgObjectStat	kNoContextMenu	kOverwrite	GetSender	fSync	fgIsA	
kCanDelete	kInvalidObject	kWriteDelete	Activate	@~TTimer		
kMustCleanup	kIsOnHeap	fgIsA	DeActivate	SetCommand		
kObjInCanvas	kNotDeleted		IsActive	TTimer	SetObject	
@~TObject			Add	TTimer	SetInterruptSyscalls	
MakeZombie	GetOption	operator new	Remove	TTimer	SetTime	
DoError	GetObjectInfo	operator new[@@]	Notify	CheckTimer	SetTimerID	
TObject	GetTitle	operator delete	Activated	GetCommand	Start	
TObject	HandleTimer	operator delete[@@]	DeActivated	GetObject	Stop	
operator=	Hash	operator delete	Notified	GetTime	TurnOn	
AppendPad	InheritsFrom	operator delete[@@]	Added	GetTimerID	TurnOff	
Browse	InheritsFrom	SetBit	Removed	GetAbsTime	Timeout	
ClassName	Inspect	SetBit	Class	HasTimedOut	SingleShot	
Clear	IsFolder	ResetBit	Class_Name	IsSync	Class	
Clone	isEqual	TestBit	IsA	IsAsync	Class_Name	
Compare	IsSortable	TestBits	ShowMembers	IsInterruptionSyscall		
Copy	IsOnHeap	InvertBit	Streamer	Notify	ShowMembers	
Delete	IsZombie	Info		Add	Streamer	
DistanceToPrimitive	Is	Warning		Remove	StreamerNVirtual	
Draw	Paint	Error		Reset		
DrawClass	Pop	SysError				
DrawClone	Print	Fatal				
Dump	Read	AbstractMethod				
Execute	RecursiveRemove	MayNotUse				
Execute	SavePrimitive	GetDtorOnly				
ExecuteEvent	SetDrawOption	SetDtorOnly				
FindObject	SetUniqueID	GetObjectStat				
FindObject	UseCurrentStyle	SetObjectStat				
GetDrawOption	Write	Class				
GetUniqueID	Write	Class_Name				
GetName	operator new	IsA				
GetIconName	operator new[@@]	ShowMembers				