

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
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
DistancetoPrimitives		Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
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[@]	

```
TSysEvtHandler  
flsActive  
fglsA  
  
@~TSysEvtHandler  
GetSender  
Activate  
DeActivate  
IsActive  
Add  
Remove  
Notify  
Activated  
DeActivated  
Notified  
Added  
Removed  
Class  
Class_Name  
IsA  
ShowMembers  
Streamer
```

TTimer	
fTime	fTimeID
fAbsTime	fObject
fTimeout	fCommand
fSync	fgIsA
flnItSyscalls	
@~TTimer	SetCommand
TTimer	SetObject
TTimer	SetInterruptSyscalls
TTimer	SetTime
CheckTimer	SetTimerID
GetCommand	Start
GetObject	Stop
GetTime	TurnOn
GetTimerID	TurnOff
GetAbsTime	Timeout
HasTimedOut	SingleShot
IsSync	Class
IsAsync	Class_Name
IsInterruptingSyscalls	
Notify	ShowMembers
Add	Streamer
Remove	StreamerNVirtual
Reset	