

TObject			TXMLParser
fUniqueID	kIsReferenced	kZombie	fContext
fBits	kHasUUID	kBitMask	fValidate
fgDtorOnly	kCannotPick	kSingleKey	fStopError
fgObjectStat	kNoContextMenu	kOverwrite	fValidateError
kCanDelete	kInvalidObject	kWriteDelete	fValidateWarning
kMustCleanup	kIsOnHeap	fgIsA	fParseCode
kObjInCanvas	kNotDeleted		fgIsA
@~TObject	GetOption	operator new	@~TXMLParser
MakeZombie	GetObjectInfo	operator new@[@]	InitializeContext
DoError	GetTitle	operator delete	ReleaseUnderlying
TObject	HandleTimer	operator delete@[@]	OnValidateError
TObject	Hash	operator delete	OnValidateWarning
operator=	InheritsFrom	operator delete@[@]	StopParser
AppendPad	InheritsFrom	SetBit	SetParseCode
Browse	Inspect	SetBit	SetValidate
ClassName	IsFolder	ResetBit	GetValidate
Clear	isEqual	TestBit	ParseFile
Clone	IsSortable	TestBits	ParseBuffer
Compare	IsOnHeap	InvertBit	GetParseCode
Copy	IsZombie	Info	GetParseCodeMessage
Delete	Notify	Warning	SetStopOnError
DistancetoPrimitive	Is	Error	GetStopOnError
Draw	Paint	SysError	GetValidateError
DrawClass	Pop	Fatal	GetValidateWarning
DrawClone	Print	AbstractMethod	Class
Dump	Read	MayNotUse	Class_Name
Execute	RecursiveRemove	GetDtorOnly	IsA
Execute	SavePrimitive	SetDtorOnly	ShowMembers
ExecuteEvent	SetDrawOption	GetObjectStat	Streamer
FindObject	SetUniqueId	SetObjectStat	
FindObject	UseCurrentStyle	Class	
GetDrawOption	Write	Class_Name	
GetUniqueId	Write	IsA	
GetName	operator new	ShowMembers	
GetIconName	operator new@[@]		