

TObject		
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	fUniqueID
kIsReferenced	kZombie	fBits
kHasUUID	kBitMask	
Streamer	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[[@]
@~TObject	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistancetoPrimitive	Paint	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRemove	Obsolete
Execute	SaveAs	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	
GetIconName	operator new@[[@]	

TCollection	
fgCurrentCollection	klNitHashTableCapacity
fgGarbageCollection	fgIsA
fgEmptyingGarbage	fName
fgGarbageStack	fSize
kIsOwner	
klNitCapacity	
Streamer	IsEmpty
TCollection	IsFolder
operator=	IsOwner
TCollection	IsSortable
PrintCollectionHeader	Is
GetCollectionEntryName	MakeIterator
PrintCollectionEntry	MakeReverseIterator
@~TCollection	Paint
Add	Print
AddVector	Print
AddAll	Print
AssertClass	Print
Browse	RecursiveRemove
Capacity	Remove
Clear	RemoveAll
Clone	RemoveAll
Compare	SetCurrentCollection
Contains	SetName
Contains	SetOwner
Delete	Write
Draw	Write
Dump	GetCurrentCollection
FindObject	StartGarbageCollection
operator()	GarbageCollect
FindObject	EmptyGarbageCollection
GetEntries	begin
GetName	end
GetObjectRef	Class
GetSize	Class_Name
GrowBy	IsA
Hash	
IsArgNull	