

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@[@]	

TNamed
fgIsA
fName
fTitle
Streamer
TNamed
TNamed
TNamed
TNamed
operator=
@~TNamed
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA

TColor	
fgIsA	fHue
fNumber	fLight
fRed	fSaturation
fGreen	fAlpha
fBlue	
Allocate	HLS2RGB
HLStoRGB1	HLS2RGB
TColor	HLStoRGB
TColor	HSV2RGB
TColor	RGB2HLS
TColor	RGB2HLS
@~TColor	RGBtoHLS
AsHexString	RGB2HSV
Copy	GetColor
CreateColorWheel	GetColor
CreateColorsGray	GetColor
CreateColorsCircle	GetColor
CreateColorsRectangle	GetColorBright
CreateGradientColorTitle	GetColorDark
GetColorPalette	GetColorTransparent
GetNumberOfColors	GetFreeColorIndex
GetRGB	Number2Pixel
GetHLS	RGB2Pixel
GetNumber	RGB2Pixel
GetPixel	Pixel2RGB
GetRed	Pixel2RGB
GetGreen	PixelAsHexString
GetBlue	SaveColor
GetHue	IsGrayscale
GetLight	SetGrayscale
GetSaturation	SetPalette
GetAlpha	Class
GetGrayscale	Class_Name
Is	IsA
Print	ShowMembers
SetAlpha	Streamer
SetRGB	
InitializeColors	