

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@[[@]	

TXMLParser
fContext
fValidate
fReplaceEntities
fStopError
fValidateError
fValidateWarning
fParseCode
fgIsA
TXMLParser
operator=
InitializeContext
ReleaseUnderlying
OnValidateError
OnValidateWarning
SetParseCode
TXMLParser
@~TXMLParser
SetValidate
GetValidate
SetReplaceEntities
GetReplaceEntities
ParseFile
ParseBuffer
StopParser
GetParseCode
GetParseCodeMessage
SetStopOnError
GetStopOnError
GetValidateError
GetValidateWarning
Class
Class_Name
IsA
ShowMembers

TDOMParser
fTXMLDoc
fgIsA
TDOMParser
operator=
ParseContext
TDOMParser
@~TDOMParser
ParseFile
ParseBuffer
ReleaseUnderlying
GetXMLDocument
Class
Class_Name
IsA
ShowMembers

TQObject
fgAllSignalsBlocked
fgIsA
fListOfSignals
fListOfConnections
fSignalsBlocked
Streamer
GetSender
GetSenderClassName
ConnectToClass
ConnectToClass
CheckConnectArgs
CompressName
TQObject
operator=
TQObject
@~TQObject
GetListOfClassSignals
GetListOfSignals
GetListOfConnections
AreSignalsBlocked
BlockSignals
CollectClassSignalLists
EmitVA
Emit