

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

TText	
kTextNDC	fY
fgIsA	fWcsTitle
fX	
TText	PaintText
TText	PaintTextNDC
TText	PaintTextNDC
TText	Print
@~TText	SavePrimitive
Copy	SetMbTitle
DistancetoPrimitive	SetNDC
DrawText	SetText
DrawText	SetText
DrawTextNDC	SetX
DrawTextNDC	SetY
ExecuteEvent	GetBBox
GetControlBox	GetBBoxCenter
GetX	SetBBoxCenter
GetBoundingBox	SetBBoxCenterX
GetTextAscentDescent	SetBBoxCenterY
GetTextAscentDescent	SetBBoxX1
GetTextExtent	SetBBoxX2
GetTextExtent	SetBBoxY1
GetTextAdvance	SetBBoxY2
GetWcsTitle	Class
GetY	Class_Name
Is	IsA
Paint	ShowMembers
PaintControlBox	Streamer
PaintText	

TAttText	
fgIsA	fTextColor
fTextAngle	fTextFont
fTextSize	
fTextAlign	
TAttText	SetTextAngle
TAttText	SetTextColor
@~TAttText	SetTextColorAlpha
Copy	SetTextFont
GetTextAlign	SetTextSize
GetTextAngle	SetTextSizePixels
GetTextColor	Class
GetTextFont	Class_Name
GetTextSize	IsA
Modify	ShowMembers
ResetAttText	Streamer
SaveTextAttributes	StreamerNVirtual
SetTextAttributes	
SetTextAlign	

TAttBBox2D	
fgIsA	
Streamer	SetBBoxY1
@~TAttBBox2D	SetBBoxY2
GetBBox	Class
GetBBoxCenter	Class_Name
SetBBoxCenter	IsA
SetBBoxCenterX	ShowMembers
SetBBoxCenterY	StreamerNVirtual
SetBBoxX1	operator=
SetBBoxX2	