

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

TApplication	
fArgc	fQuit
fArgv	fFiles
fApplmp	fdleCommand
flsRunning	fdleTimer
fReturnFromRun	fSigHandler
fNoLog	fglsA
fNoLogo	
@~TApplication	IsCmdThread
TApplication	Open
Help	Raise
InitializeColors	Lower
LoadGraphicsLibs	Argc
MakeBatch	Argv
SetSignalHandler	Argv
TApplication	NoLogOpt
GetOptions	NoLogoOpt
GetSignalHandler	QuitOpt
SetEchoMode	InputFiles
HandleIdleTimer	ClearInputFiles
HandleTerminInput	IsRunning
Init	ReturnFromRun
ProcessLine	SetReturnFromRun
ProcessFile	CreateApplication
Run	Terminate
SetIdleTimer	KeyPressed
RemoveIdleTimer	ReturnPressed
GetIdleCommand	Class
StartIdleing	Class_Name
StopIdleing	IsA
ApplicationName	ShowMembers
Show	Streamer
Hide	StreamerNVirtual
GetApplicationImp	
Iconify	

TRint
fNcmd
fDefaultPrompt
fPrompt[64]
fInterrupt
fInputHandler
fglsA
@~TRint
TRint
GetPrompt
SetPrompt
SetEchoMode
HandleTerminInput
PrintLogo
Run
Terminate
Interrupt
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TQObject	
fListOfSignals	fglsA
fListOfConnections	
@~TQObject	Emit
GetSender	Connect
GetSenderClassName	Disconnect
ConnectToClass	HighPriority
ConnectToClass	LowPriority
CheckConnectArgs	HasConnection
TQObject	NumberOfSignals
GetListOfClassSignals	NumberOfConnections
GetListOfSignals	Connected
GetListOfConnections	Disconnected
Emit	Destroyed
Emit	ChangedBy
Emit	Message
Emit	Connect
Emit	Connect
Emit	Disconnect
Emit	Disconnect
Emit	LoadRQ_OBJECT
Emit	Class
Emit	Class_Name
Emit	IsA
Emit	ShowMembers
Emit	Streamer
Emit	StreamerNVirtual