

Object		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~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
DistancetoPrimitives	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@[ @]	

TCollection	
fgCurrentCollectionfSize	
fgGarbageCollectionInitCapacity	
fgEmptyingGarbageCollectionInitHashTableCapacity	
fgGarbageStack	fgIsA
kIsOwner	
fName	
@~TCollection	IsOwner
operator=	IsSortable
Add	Is
AddVector	MakeIterator
AddAll	MakeReverseIterator
AssertClass	Paint
Browse	Print
Capacity	Print
Clear	RecursiveRemove
Compare	Remove
Contains	RemoveAll
Contains	RemoveAll
Delete	SetCurrentCollection
Draw	SetName
Dump	SetOwner
FindObject	Write
operator()	Write
FindObject	GetCurrentCollection
GetEntries	StartGarbageCollection
GetName	GarbageCollect
GetObjectRef	EmptyGarbageCollection
GetSize	Class
GrowBy	Class_Name
Hash	IsA
IsArgNull	ShowMembers
IsEmpty	
IsFolder	

TSeqCollection
fSorted
fgIsA
@~TSeqCollection
Changed
Add
AddFirst
AddLast
AddAt
AddAfter
AddBefore
RemoveFirst
RemoveLast
RemoveAt
RemoveAfter
RemoveBefore
At
Before
After
First
Last
LastIndex
IndexOf
IsSorted
UnSort
ObjCompare
QSort
QSort
Class
Class_Name
IsA
ShowMembers

TBtree
fRoot
fOrder
fOrder2
fInnerLowWaterMark
fLeafLowWaterMark
fInnerMaxIndex
fLeafMaxIndex
fgIsA
@~TBtree
Init
RootIsFull
RootIsEmpty
IncrNofKeys
DecrNofKeys
IdxAdd
TBtree
Clear
Delete
FindObject
FindObject
GetObjectRef
MakeIterator
Add
AddFirst
AddLast
AddAt
AddAfter
AddBefore
Remove
At
Before
After
First
Last
Order
operator@[ @]
Rank
Class
Class_Name
IsA
ShowMembers