TObject

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
DistancetoPrimitive   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

fgCurrentCollection   fgSize
fgGarbageCollection   fgInitCapacity
fgEmptyingGarbage   fgInitHashTableCapacity
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

TObjArray

fCont   fgIsA
fLowerBound
fLast

@~TObjArray   AddBefore
BoundsOk   FindObject
Init   FindObject
OutOfBoundsError   RemoveAt
GetAbsLast   Remove
TObjArray   At
TObjArray   UncheckedAt
Clear   Before
Compress   After
Delete   First
Expand   Last
GetEntries   operator@[@]
GetEntriesFast   operator@[@]
GetLast   LowerBound
GetObjectRef   IndexOf
IsEmpty   SetLast
MakeIterator   Sort
Add   BinarySearch
AddFirst   Class
AddLast   Class_Name
AddAt   IsA
AddAtAndExpand   ShowMembers
AddAtFree
AddAfter