

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 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@[@]

TNamed

fName
 fTitle
 fgIsA

@~TNamed
 TNamed
 TNamed
 TNamed
 TNamed
 operator=
 Clear
 Clone
 Compare
 Copy
 FillBuffer
 GetName
 GetTitle
 Hash
 IsSortable
 SetName
 SetNameTitle
 SetTitle
 Is
 Print
 Sizeof
 Class
 Class_Name
 IsA
 ShowMembers

TDictionary

kNone
 kVector
 kList
 kDeque
 kMap
 kMultimap
 kSet
 kMultiset
 fgIsA

@~TDictionary
 Property
 Class
 Class_Name
 IsA
 ShowMembers
 Streamer

TDataType

fInfo
 fSize
 fType
 fProperty
 fTrueName
 fgIsA

@~TDataType
 CheckInfo
 SetType
 TDataType
 operator=
 TDataType
 TDataType
 Size
 GetType
 GetTypeName
 GetFullTypeName
 AsString
 Property
 GetTypeName
 GetType
 Class
 Class_Name
 IsA
 ShowMembers