

**TObject**

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