

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@[@]	

TDataSetElement	
fFileName	fIteerator
fObjName	fCurrent
fDirectory	fTDataSetOffset
fFirst	fEventList
fNum	fValid
fSet	fEntries
fMsd	fglsA
fPfnList	
@~TDataSetElement	Next
TDataSetElement	Print
TDataSetElement	GetTDataSetOffset
AddPfn	SetTDataSetOffset
GetFileName	GetEventList
GetFirstPfnElement	SetEventList
GetFirst	Validate
SetFirst	Validate
GetNum	Compare
GetMsd	IsSortable
SetNum	Class
GetValid	Class_Name
GetNumPfnList	IsA
GetObjName	ShowMembers
GetDirectory	Streamer
Reset	