

TObject		
fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fgIsA
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		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	
fgCurrentCollectionSize	
fgGarbageCollectidnitCapacity	
fgEmptyingGarbageInitHashTableCapacity	
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
GetName	StartGarbageCollect
GetObjectRef	GarbageCollect
GetSize	EmptyGarbageCollect
GrowBy	Class
Hash	Class_Name
IsArgNull	IsA
IsEmpty	ShowMembers
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
Class
Class
Class_Name
IsA
ShowMembers

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