

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

TVirtualPacketizer
kEstOff
kEstCurrent
kEstAverage
fProcessed
fBytesRead
fProgress
fTotalEntries
fStartTime
fInitTime
fProcTime
fTimeUpdt
fCircProg
fCircN
fUseEstOpt
fValid
fStop
kIsInitializing
kIsDone
fgIsA
@~TVirtualPacketizer
TVirtualPacketizer
operator=
HandleTimer
CreateNewPacket
TVirtualPacketizer
GetEntries
IsValid
GetEntriesProcessed
GetEntriesProcessed
GetEstEntriesProcessed
GetTotalEntries
GetNextPacket
SetInitTime
StopProcess
GetBytesRead
GetInitTime
GetProcTime
Class
Class_Name
IsA
ShowMembers