

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	

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	

TVirtualX				
kCopy	kHollow	kOpaque	fDrawMode	
kXor	kFilled	kCheck	fgIsA	
kInvert	kClear	kLoad		
@~TVirtualX	SelectWindow	IconifyWindow	ChangeWindowAttributes	SetBackground
TVirtualX	SelectPixmap	NeedRedraw	ChangeProperty	SetClipRectangles
TVirtualX	SetCharacterUp	ReparentWindow	DrawLine	Update
Init	SetClipOFF	SetWindowBackground	GrabArea	CreateRegion
ClearWindow	SetClipRegion	SetWindowBackgroundPixmap	GrabEventMap	DestroyRegion
ClosePixmap	SetCursor	CreateWindow	SendEvent	UnionRectWithRegion
CloseWindow	SetDoubleBufferOpenDisplay	WMDeleteNotify	PolygonRegion	
CopyPixmap	SetDoubleBufferOpenDisplay	SetKeyAutoRepeat	UnionRegion	
CreateOpenGLContextOpenDisplay	SetDoubleBufferOpenDisplay	GrabKey	IntersectRegion	
DeleteOpenGLContext	SetDrawMode	GetVisual	GrabButton	SubtractRegion
DrawBox	SetFillColor	GetScreen	GrabPointer	XorRegion
DrawCellArray	SetFillStyle	GetDepth	SetWindowName	EmptyRegion
DrawFillArea	SetLineColor	ScreenWidthMM	SetIconName	PointInRegion
DrawLine	SetLineType	GetColormap	SetIconPixmap	EqualRegion
DrawPolyLine	SetLineStyle	InternAtom	SetClassHints	GetRegionBox
DrawPolyMarker	SetLineWidth	GetDefaultRootWindowWMHints	ListFonts	
DrawText	SetMarkerColor	GetParent	SetWMPosition	FreeFontNames
ExecCommand	SetMarkerSize	LoadQueryFont	SetWMSize	CreateImage
GetCharacterUp	SetMarkerStyle	GetFontHandle	SetWMSizeHints	GetImageSize
GetDrawMode	SetOpacity	DeleteFont	SetWMState	PutPixel
GetDoubleBufferSetRGB	CreateGC	SetWMTransientFullImage		
GetGeometry	SetTextAlign	ChangeGC	DrawString	DeleteImage
DisplayName	SetTextColor	CopyGC	TextWidth	GetColorBits
GetNativeEvent	SetTextFont	DeleteGC	GetFontProperties	ShapeCombineMask
GetPixel	SetTextFont	CreateCursor	GetGCValues	DeleteProperty
GetPlanes	SetTextMagnitude	SetCursor	GetFontStruct	GetProperty
GetRGB	SetTextSize	CreatePixmap	FreeFontStruct	ChangeActivePointerGrab
GetTextExtent	UpdateWindow	CreatePixmap	ClearWindow	ConvertSelection
GetTextMagnitudeWarp		CreateBitmap	KeysymToKeycode	GetSelectionOwner
GetWindowID	WriteGIF	DeletePixmap	FillRectangle	ChangeProperties
HasTTFonts	WritePixmap	CreatePictureFromData	FillRectangle	SetDNDAware
InitWindow	GetCurrentWindowFromData	CreatePictureFromDataSegments		SetTypeList
AddWindow	GetWindowAttributesFromDataInput	CreatePixmapFromDataInput		FindRWindow
AddPixmap	MapWindow	ReadPictureDataFromFile	SetInputFocus	IsDNDAware
RemoveWindow	MapSubwindows	DeletePictureDataFromFile	SetInputFocus	IsCmdThread
MoveWindow	MapRaised	SetDashes	GetPrimarySelectionOwner	
OpenPixmap	UnmapWindow	ParseColor	SetPrimarySelectionOwner	
QueryPointer	DestroyWindow	AllocColor	ConvertPrimarySelectionName	
ReadGIF	DestroySubwindow	QueryColor	LookupString	IsA
RequestLocator	RaiseWindow	FreeColor	GetPasteBuffer	ShowMembers
RequestString	LowerWindow	EventsPending	TranslateCoordinates	Streamer
RescaleWindow	MoveWindow	NextEvent	GetWindowSize	StreamerNVirtual
ResizePixmap	MoveResizeWindow	Ball	FillPolygon	
ResizeWindow	ResizeWindow	CopyArea	QueryPointer	

TAttLine				
fLineColor	fLineStyle	fLineWidth	fgIsA	
@~TAttLine	GetLineColor	SaveLineAttributesClass	StreamerNVirtual	
TAttLine	GetLineStyle	SetLineAttributesClass_Name		
TAttLine	GetLineWidth	SetLineColor	IsA	
Copy	Modify	SetLineStyle	ShowMembers	
DistancetoLine	ResetAttLine	SetLineWidth	Streamer	