

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	

TXMLEngine	
fgIsA	
@~TXMLEngine	ShiftToNext
TXMLEngine	IsEmptyNode
HasAttr	SkipEmpty
GetAttr	CleanNode
GetIntAttr	NewDoc
NewAttr	AssignDtd
NewIntAttr	FreeDoc
FreeAttr	SaveDoc
FreeAllAttr	DocDocRootElement
GetFirstAttr	DocGetRootElement
GetNextAttr	ParseFile
GetAttrName	ValidateVersion
GetAttrValue	ValidateDocument
NewChild	SaveSingleNode
NewNS	ReadSingleNode
GetNS	Makestr
GetNSName	Makenstr
GetNSReference	AllocateNode
AddChild	AllocateAttr
AddChildFirst	FindNs
AddComment	TruncateNsExtension
AddDocComment	UnpackSpecialCharacters
AddRawLine	OutputValue
AddDocRawLine	SaveNode
AddStyleSheet	ReadNode
AddDocStyleSheet	DisplayError
UnlinkNode	Class
FreeNode	Class_Name
UnlinkFreeNode	IsA
GetNodeName	ShowMembers
GetNodeContent	Streamer
GetChild	StreamerNVirtual
GetParent	
GetNext	