

**TObject**

fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	fUniqueID
kIsReferenced	kZombie	fBits
kHasUUID	kBitMask	
<b>Streamer</b>	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[@]
@~TObject	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	Obsolete
Execute	SaveAs	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	
GetIconName	operator new@[@]	

**TStructViewer**

fPointer  
 fPointerClass  
 fGUI  
 fLevelMembersCount  
 fLevelSize  
 fPointers  
 fLevelArray  
 fTopNode  
 fColors  
 fgIsA

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AddNode  
 CountMembers  
 Prepare  
 Reset  
 TStructViewer  
 @~TStructViewer  
 Draw  
 GetCanvas  
 GetFrame  
 GetColor  
 GetLevelMembersCount  
 GetLevelSize  
 GetLinksVisibility  
 GetPointer  
 SetColor  
 SetLinksVisibility  
 SetPointer  
 Class  
 Class\_Name  
 IsA  
 ShowMembers  
 Streamer  
 StreamerNVirtual