

**QObject**

fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	fUniqueID
kIsReferenced	kZombie	fBits
kHasUUID	kBitMask	

Streamer	getOption	operator new
MakeZombie	getObjectInfo	operator new@[@]
DoError	getTitle	operator delete
QObject	handleTimer	operator delete@[@]
QObject	hash	operator delete
operator=	inheritsFrom	operator delete@[@]
@~QObject	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@[@]	

**TTVSession**

fgIsA  
fList  
fName  
fViewer  
fCurrent  
fRecords

Streamer  
TTVSession  
@~TTVSession  
getName  
setName  
setRecordName  
addRecord  
getEntries  
getCurrent  
getRecord  
first  
last  
next  
previous  
removeLastRecord  
show  
saveSource  
updateRecord  
class  
class\_name  
isA  
showMembers  
streamerNVirtual