

TObject		
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
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@[@]	

TRecEvent
fEventTime
kCmdEvent
kGuiEvent
kExtraEvent
fgIsA
ReplayEvent
GetType
GetTime
SetTime
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual
TRecEvent
operator=
operator=
@~TRecEvent

TRecGuiEvent
fType
fWindow
fTime
fX
fY
fXRoot
fYRoot
fCode
fState
fWidth
fHeight
fCount
fSendEvent
fHandle
fFormat
fUser[5]
fMasked
kCNMove
kCNResize
kCNMoveResize
kCNFilter
KWM_DELETE_WINDOW
KROOT_MESSAGE
fgIsA
GetType
ReplayEvent
CreateEvent
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual
operator=
operator=
@~TRecGuiEvent
TRecGuiEvent