

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	Print	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@[@]	

TCollection	
fgCurrentCollection	fgInitHashTableCapacity
fgGarbageCollect	fgIsA
fgEmptyingGarbage	fgName
fgGarbageStack	fSize
kIsOwner	
kInitCapacity	
Streamer	IsEmpty
TCollection	IsFolder
operator=	IsOwner
TCollection	IsSortable
PrintCollectionHeader	
GetCollectionEntryName	MakeIterator
PrintCollectionEntryName	MakeReverseIterator
@~TCollection	Paint
Add	Print
AddVector	Print
AddAll	Print
AssertClass	Print
Browse	RecursiveRemove
Capacity	Remove
Clear	RemoveAll
Clone	RemoveAll
Compare	SetCurrentCollection
Contains	SetName
Contains	SetOwner
Delete	Write
Draw	Write
Dump	GetCurrentCollection
FindObject	StartGarbageCollect
operator()	GarbageCollect
FindObject	EmptyGarbageCollect
GetEntries	begin
GetName	end
GetObjectRef	Class
GetSize	Class_Name
GrowBy	IsA
Hash	
IsArgNull	

TSeqCollection
fgIsA
fSorted
Streamer
TSeqCollection
Changed
@~TSeqCollection
Add
AddFirst
AddLast
AddAt
AddAfter
AddBefore
RemoveFirst
RemoveLast
RemoveAt
RemoveAfter
RemoveBefore
At
Before
After
First
Last
LastIndex
GetLast
IndexOf
IsSorted
UnSort
Merge
ObjCompare
QSort
QSort
QSort
Class
Class_Name
IsA
ShowMembers
StreamerNVirtual

TRefArray	
fgIsA	fLowerBound
fPID	fLast
fUIDs	
Streamer	Add
BoundsOk	AddFirst
Init	AddLast
OutOfBoundsError	AddAt
GetAbsLast	AddAtAndExpand
GetFromTable	AddAtFree
GetObjectUID	AddAfter
TRefArray	AddBefore
TRefArray	RemoveAt
TRefArray	Remove
TRefArray	At
operator=	Before
@~TRefArray	After
Clear	First
Compress	Last
Delete	operator@[@]
Expand	LowerBound
GetEntries	IndexOf
GetEntriesFast	SetLast
GetLast	Sort
GetObjectRef	BinarySearch
GetPID	Class
GetUID	Class_Name
IsEmpty	IsA
MakeIterator	