TObject

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

Streamer
MakeZombie
DoError
TObject
TObject
operator=
@~TObject
AppendPad
Browse
ClassName
Clear
Clone
Compare
Copy
Delete
DistancetoPrimitive
Draw
DrawClass
DrawClone
Dump
Execute
Execute
ExecuteEvent
FindObject
FindObject
GetDrawOption
GetUniqueID
GetName
GetIconName
GetOption
GetObjectInfo
GetTitle
HandleTimer
Hash
InheritsFrom
InheritsFrom
Inspect
IsFolder
IsEqual
IsSortable
IsOnHeap
IsZombie
Notify
Is
Paint
Pop
Print
Read
RecursiveRemove
SaveAs
SavePrimitive
SetDrawOption
SetUniqueID
UseCurrentStyle
Write
Write
operator new
operator new@[@]
operator new
operator new@[@]
operator delete
operator delete@[@]
operator delete
operator delete@[@]
SetBit
SetBit
ResetBit
TestBit
TestBits
InvertBit
Info
Warning
Error
SysError
Fatal
AbstractMethod
MayNotUse
Obsolete
GetDtorOnly
SetDtorOnly
GetObjectStat
SetObjectStat
Class
Class_Name
IsA

TStatsFeedback

fName
fProof
fgIsA

TStatsFeedback
@~TStatsFeedback
Feedback
GetName
Hash
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TQObject

fgAllSignalsBlocked
fgIsA
fListOfSignals
fListOfConnections
fSignalsBlocked

Streamer
GetSender
GetSenderClassName
ConnectToClass
ConnectToClass
CheckConnectArgs
CompressName
TQObject
operator=
TQObject
@~TQObject
GetListOfClassSignals
GetListOfSignals
GetListOfConnections
AreSignalsBlocked
BlockSignals
CollectClassSignalLists
EmitVA
Emit
Emit
Emit
Emit
Emit
Emit
Emit
Emit
Emit
Emit
Emit
Emit
Emit
Emit
Emit
Connect
Disconnect
HighPriority
LowPriority
HasConnection
NumberOfSignals
NumberOfConnections
Connected
Disconnected
Destroyed
ChangedBy