

Object

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

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

TCollection

fgCurrentCollectionOfSize	
fgGarbageCollectionInitCapacity	
fgEmptyingGarbageCollectionInitHashTableCapacity	
fgGarbageStack	fgIsA
kIsOwner	
fName	

@~TCollection	IsOwner
operator=	IsSortable
Add	Is
AddVector	MakeIterator
AddAll	MakeReverseIterator
AssertClass	Paint
Browse	Print
Capacity	Print
Clear	RecursiveRemove
Compare	Remove
Contains	RemoveAll
Contains	RemoveAll
Delete	SetCurrentCollection
Draw	SetName
Dump	SetOwner
FindObject	Write
operator()	Write
FindObject	GetCurrentCollection
GetEntries	StartGarbageCollection
GetName	GarbageCollect
GetObjectRef	EmptyGarbageCollect
GetSize	Class
GrowBy	Class_Name
Hash	IsA
IsArgNull	ShowMembers
IsEmpty	
IsFolder	

TSeqCollection

fSorted	
fgIsA	

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

TBtree

fRoot	
fOrder	
fOrder2	
fInnerLowWaterMark	
fLeafLowWaterMark	
fInnerMaxIndex	
fLeafMaxIndex	
fgIsA	

@~TBtree	Init
RootIsFull	RootIsEmpty
RootIsFull	IncrNofKeys
IncrNofKeys	DecrNofKeys
DecrNofKeys	IdxAdd
IdxAdd	TBtree
TBtree	Clear
Clear	Delete
Delete	FindObject
FindObject	FindObject
FindObject	GetObjectRef
GetObjectRef	MakeIterator
MakeIterator	Add
Add	AddFirst
AddFirst	AddLast
AddLast	AddAt
AddAt	AddAfter
AddAfter	AddBefore
AddBefore	Remove
Remove	At
At	Before
Before	After
After	First
First	Last
Last	Order
Order	operator@[@]
operator@[@]	Rank
Rank	Class
Class	Class_Name
Class_Name	IsA
IsA	ShowMembers