

TObject

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
DistancetoPrimitive	Is	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@[@]	

TFTP

fHost	fBytesWrite
fUser	fBytesRead
fPort	fDir
fParallel	fgBytesWrite
fWindowSize	fgBytesRead
fProtocol	kDfltBlockSize
fLastBlock	kDfltWindowSize
fBlockSize	kBinary
fMode	kAscii
fRestartAt	fgIsA
fCurrentFile	
fSocket	
@~TFTP	PrintDirectory
TFTP	RenameFile
TFTP	DeleteFile
operator=	ChangePermission
Init	Close
PrintError	Binary
Recv	Ascii
SetMode	GetSocket
TFTP	put
SetBlockSize	get
GetBlockSize	cd
SetRestartAt	mkdir
GetRestartAt	rmdir
GetMode	Is
IsOpen	pwd
Print	mv
PutFile	rm
GetFile	chmod
AccessPathName	bye
GetDirEntry	bin
GetPathInfo	ascii
ChangeDirectory	Class
MakeDirectory	Class_Name
DeleteDirectory	IsA
ListDirectory	ShowMembers
FreeDirectory	
OpenDirectory	