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@[@]

TGFrameElement

fFrame
fState
fLayout
fgIsA

@~TGFrameElement
TGFrameElement
TGFrameElement
Print
Is
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual