

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@[@]	

TGLLayoutHints

fFE
 fPrev
 fLayoutHints
 fPadtop
 fPadbottom
 fPadleft
 fPadright
 fgIsA

@~TGLLayoutHints
 UpdateFrameElements
 TGLLayoutHints
 TGLLayoutHints
 GetLayoutHints
 GetPadTop
 GetPadBottom
 GetPadLeft
 GetPadRight
 SetLayoutHints
 SetPadTop
 SetPadBottom
 SetPadLeft
 SetPadRight
 Print
 Is
 SavePrimitive
 Class
 Class_Name
 IsA
 ShowMembers
 Streamer

TRefCnt

fRefs
 kStaticInit

@~TRefCnt
 TRefCnt
 TRefCnt
 References
 SetRefCount
 AddReference
 RemoveReference