

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@[@]	

THostAuth

fHost	fSuccess[6]
fServer	fFailure[6]
fUser	fActive
fNumMethods	fSecContexts
fMethods[6]	fgIsA
fDetails[6]	
@~THostAuth	DeActivate
Create	Activate
THostAuth	Reset
THostAuth	GetDetails
THostAuth	GetDetailsByIdx
THostAuth	SetDetails
THostAuth	GetHost
THostAuth	GetServer
AsString	GetUser
NumMethods	SetHost
GetMethod	SetServer
HasMethod	SetUser
AddMethod	Established
RemoveMethod	SetEstablished
ReOrder	Print
Update	PrintEstablished
SetFirst	CreateSecContext
AddFirst	Class
SetLast	Class_Name
CountFailure	IsA
CountSuccess	ShowMembers
GetFailure	Streamer
GetSuccess	
IsActive	