

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
DistancetoPrimitive		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

fgCurrentCollectionSize	
fgGarbageCollectId	UnitCapacity
fgEmptyingGarbage	UnitHashTableCapacity
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	StartGarbageCollect
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	
Before	
After	
First	
Last	
LastIndex	
IndexOf	
IsSorted	
UnSort	
ObjCompare	
QSort	
Class	
Class_Name	
IsA	
ShowMembers	

TRefArray

fPID	fLast
fUIDs	fgIsA
fLowerBound	
@~TRefArray	AddAt
BoundsOk	AddAtAndExpand
Init	AddAtFree
OutOfBoundsError	AddAfter
GetAbsLast	AddBefore
GetFromTable	RemoveAt
TRefArray	Remove
TRefArray	At
TRefArray	Before
Clear	After
Compress	First
Delete	Last
Expand	operator@[@]
GetEntries	LowerBound
GetEntriesFast	IndexOf
GetLast	SetLast
GetObjectRef	Sort
GetPID	BinarySearch
GetUID	Class
IsEmpty	Class_Name
MakeIterator	IsA
Add	ShowMembers
AddFirst	
AddLast	