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@[@]**	

TApplication

fArgc, **fQuit**
fArgv, **fFiles**
fAppImp, **fIdleCommand**
fIsRunning, **fIdleTimer**
fReturnFromRun, **fSigHandler**
fNoLog, **fgIsA**
fNoLogo

@~TApplication	**IsCmdThread**
TApplication	**Open**
Help	**Raise**
InitializeColors	**Lower**
LoadGraphicsLibs	**Argc**
MakeBatch	**Argv**
SetSignalHandler	**Argv**
TApplication	**NoLogOpt**
GetOptions	**NoLogoOpt**
GetSignalHandler	**QuitOpt**
SetEchoMode	**InputFiles**
HandleIdleTimer	**ClearInputFiles**
HandleTermInput	**IsRunning**
Init	**ReturnFromRun**
ProcessLine	**SetReturnFromRun**
ProcessFile	**CreateApplication**
Run	Terminate
SetIdleTimer	**KeyPressed**
RemoveIdleTimer	**ReturnPressed**
GetIdleCommand	Class
StartIdleing	Class_Name
StopIdleing	IsA
ApplicationName	ShowMembers
Show	Streamer
Hide	StreamerNVirtual
GetApplicationImp	
Iconify	

TRint

fNcmd
fDefaultPrompt
fPrompt[64]
fInterrupt
fInputHandler
fgIsA

@~TRint
TRint
GetPrompt
SetPrompt
SetEchoMode
HandleTermInput
PrintLogo
Run
Terminate
Interrupt
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TQObject

fListOfSignals, **fgIsA**
fListOfConnections

@~TQObject	**Emit**
GetSender	**Emit**
GetSenderClassName	**Connect**
ConnectToClass	**Disconnect**
ConnectToClass	**HighPriority**
CheckConnectArgs	**LowPriority**
TQObject	**HasConnection**
GetListOfClassSignals	**NumberOfSignals**
GetListOfSignals	**NumberOfConnections**
GetListOfConnections	**Connected**
EmitVA	**Disconnected**
EmitVA	**Destroyed**
Emit	**ChangedBy**
Emit	**Message**
Emit	**Connect**
Emit	**Connect**
Emit	**Disconnect**
Emit	**Disconnect**
Emit	**LoadRQ_OBJECT**
Emit	**Class**
Emit	**Class_Name**
Emit	**IsA**
Emit	**ShowMembers**
Emit	**Streamer**