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@[@]**	

TVirtualMutex

fgIsA

@~TVirtualMutex
Lock
TryLock
UnLock
CleanUp
Acquire
Release
Factory
Class
Class_Name
IsA
ShowMembers
Streamer