

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		Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRemove	fgDtorOnly
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@[@]	

TNamed	
fName	
fTitle	
fgIsA	
@-TNamed	
TNamed	
TNamed	
TNamed	
TNamed	
operator=	
Clear	
Clone	
Compare	
Copy	
FillBuffer	
GetName	
GetTitle	
Hash	
IsSortable	
SetName	
SetNameTitle	
SetTitle	
Is	
Print	
Sizeof	
Class	
Class_Name	
IsA	
ShowMembers	

TVirtualX				
kCopy	kHollow	kOpaque	fDrawMode	
kXor	kFilled	kCheck	fgIsA	
kInvert	kClear	kLoad		
@-TVirtualX	ResizePixmap	LowerWindow	EventsPending	LookupString
TVirtualX	ResizeWindow	MoveWindow	NextEvent	GetPasteBuffer
TVirtualX	SelectWindow	MoveResizeWindow	Ball	TranslateCoordinates
Init	SelectPixmap	ResizeWindow	CopyArea	GetWindowSize
ClearWindow	SetCharacterUp	IconifyWindow	ChangeWindowAttributes	FillPolygon
ClosePixmap	SetClipOFF	ReparentWindow	ChangeProperty	QueryPointer
CloseWindow	SetClipRegion	SetWindowBackGroundPixmap	GrabLine	SetForeground
CopyPixmap	SetCursor	SetWindowBackGroundPixmap	GrabPixmap	SetClipRectangles
CreateOpenGLContext	SetDoubleBuffer	CreateWindow	CheckEvent	Update
DeleteOpenGLContext	SetDoubleBufferOFF	OpenDisplay	SendEvent	CreateRegion
DrawBox	SetDoubleBufferON	CloseDisplay	WMDeleteNotify	DestroyRegion
DrawCellArray	SetDrawMode	GetDisplay	SetKeyAutoRepeat	UnionRectWithRegion
DrawFillArea	SetFillColor	GetVisual	GrabKey	PolygonRegion
DrawLine	SetFillStyle	GetScreen	GrabButton	UnionRegion
DrawPolyLine	SetLineColor	GetDepth	GrabPointer	IntersectRegion
DrawPolyMarker	SetLineType	GetColormap	SetWindowName	SubtractRegion
DrawText	SetLineStyle	InternAtom	SetIconName	XorRegion
ExecCommand	SetLineWidth	GetDefaultRootWindow	SetIconPixmap	EmptyRegion
GetCharacterUp	SetMarkerColor	GetParent	SetClassHints	PointInRegion
GetDrawMode	SetMarkerSize	LoadQueryFont	SetMWMHints	EqualRegion
GetDoubleBuffer	SetMarkerStyle	GetFontHandle	SetWMPosition	GetRegionBox
GetGeometry	SetOpacity	DeleteFont	SetWMSize	ListFonts
DisplayName	SetRGB	CreateGC	SetWMSizeHints	FreeFontNames
GetNativeEvent	SetTextAlign	ChangeGC	SetWMState	CreateImage
GetPixel	SetTextColor	CopyGC	SetWMTransient	GetImageSize
GetPlanes	SetTextFont	DeleteGC	DrawString	PutPixel
GetRGB	SetTextFont	CreateCursor	TextWidth	PutImage
GetTextExtent	SetTextMagnitude	SetCursor	GetFontProperties	BeleImage
GetTextMagnitude	SetTextSize	CreatePixmap	GetGCValues	GetColorBits
GetWindowID	UpdateWindow	CreatePixmap	GetFontStruct	IsCmdThread
HasTTFonts	Warp	CreateBitmap	FreeFontStruct	Instance
InitWindow	WriteGIF	DeletePixmap	ClearWindow	Class
AddWindow	WritePixmap	CreatePictureFromPixmap	KeySymToKeyCode	Class_Name
AddPixmap	GetCurrentWindow	CreatePictureFromData	FillRectangle	IsA
RemoveWindow	GetWindowAttributes	CreatePixmapFromData	FillRectangle	ShowMembers
MoveWindow	MapWindow	ReadPictureData	DrawSegments	Streamer
OpenPixmap	MapSubwindows	DeletePictureData	SelectInput	StreamerNVirtual
QueryPointer	MapRaised	SetDashes	GetInputFocus	
ReadGIF	UnmapWindow	ParseColor	SetInputFocus	
RequestLocator	DestroyWindow	AllocColor	GetPrimarySelectionOwner	
RequestString	DestroySubwindow	QueryColor	SetPrimarySelectionOwner	
RescaleWindow	RaiseWindow	FreeColor	ConvertPrimarySelection	

TAttLine				
fLineColor	fLineStyle	fLineWidth	fgIsA	
@-TAttLine	GetLineColor	SaveLineAttributes	Class	StreamerNVirtual
TAttLine	GetLineStyle	SetLineAttributes	Class_Name	
TAttLine	GetLineWidth	SetLineColor	IsA	
Copy	Modify	SetLineStyle	ShowMembers	
DistancetoLine	ResetAttLine	SetLineWidth	Streamer	