TObject

fUniqueID
fBits
fgDtorOnly
fgObjectStat
kCanDelete
kMustCleanup
kObjInCanvas

kIsReferenced
kHasUUID
kCannotPick
kNoContextMenu
kInvalidObject
kIsOnHeap
kNotDeleted

kZombie
kBitMask
kSingleKey
kOverwrite
kWriteDelete
fgIsA

@~TObject
MakeZombie
DoError
TObject
TObject
operator=
AppendPad
Browse
ClassName
Clear
Clone
Compare
Copy
Delete
DistancetoPrimitive
Draw
DrawClass
DrawClone
Dump
Execute
Execute
ExecuteEvent
FindObject
FindObject
GetDrawOption
GetUniqueID
GetName
GetIconName

GetOption
GetObjectInfo
GetTitle
HandleTimer
Hash
InheritsFrom
InheritsFrom
Inspect
IsFolder
IsEqual
IsSortable
IsOnHeap
IsZombie
Notify
Is
Paint
Pop
Print
Read
RecursiveRemove
SavePrimitive
SetDrawOption
SetUniqueID
UseCurrentStyle
Write
Write
operator new
operator new@[@]

operator new
operator new@[@]
operator delete
operator delete@[@]
operator delete
operator delete@[@]
SetBit
SetBit
ResetBit
TestBit
TestBits
InvertBit
Info
Warning
Error
SysError
Fatal
AbstractMethod
MayNotUse
GetDtorOnly
SetDtorOnly
GetObjectStat
SetObjectStat
Class
Class_Name
IsA
ShowMembers

TXMLEngine

fgIsA

@~TXMLEngine
TXMLEngine
HasAttr
GetAttr
GetIntAttr
NewAttr
NewIntAttr
FreeAttr
NewChild
NewNS
AddChild
UnlinkNode
FreeNode
UnlinkFreeNode
GetNodeName
GetNodeContent
GetChild
GetParent
GetNext
ShiftToNext
IsEmptyNode
SkipEmpty
CleanNode
NewDoc

AssignDtd
FreeDoc
SaveDoc
DocSetRootElement
DocGetRootElement
ParseFile
ValidateDocument
Makestr
Makenstr
AllocateNode
AllocateAttr
FindNs
TruncateNsExtension
UnpackSpecialCharacters
OutputValue
SaveNode
ReadNode
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual