

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~TObject	GetObjectInfo	operator new@[@]
MakeZombie	GetTitle	operator delete
DoError	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
TObject	InheritsFrom	operator delete@[@]
operator=	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistancetoPrimitive	Paint	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRemove	Obsolete
Execute	SaveAs	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@[@]	
GetOption	operator new	

DTransparentPlane	
Tpk	Tq2
TtN	Tq3
Ttk	Tq4
TtHn	Tq5
Tu	Tq6
Tv	Tq7
TvertexU	Tq8
TvertexV	Tq9
TvertexW	Tu1
TDOX	Tk1
TDOY	Tchi2
Tud	Tchi2u
Tvd	Tchi2v
ThN	Tx
Thk	Ty
TsN	Tz
Tpt	Tdx
TotN	Tdy
TotQ	Tdu
Tqc	Tdv
Tq0	fgIsA
Tn0	
Tq1	
@~DTransparentPlandsA	
DTransparentPlane	ShowMembers
DTransparentPlane	Streamer
DTransparentPlane	StreamerNVirtual
Class	
Class_Name	