

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	

DAuthenticHit	
Hevt	Hq5
Hhk	Hq6
HhN	Hq7
Hpk	Hq8
Hsu	HqM[100]
Hsv	Hk0
Hu	Hk1
Hv	Hk2
HuCG	Hk3
HvCG	Hk4
HuEta	Hk5
HvEta	Hk6
Htv	Hk7
Htu	Hk8
HtN	HkM[400]
Htk	Hn0
HtHn	Hn1
HtChi2	Hn2
HtChi2u	Hn3
HtChi2v	Hn4
Hqc	Hn5
HsN	Hn6
Hsn	Hn7
HsnPulse	Hn8
HsnIndex	HnM[400]
HSNc	HqL
Hnc	HqR
HSNc1	HqRoS
Hsk	HqLoS
HNNS	HkL
Hq0	HuL
Hq1	HSNneighbour
Hq2	fgIsA
Hq3	
Hq4	
@~DAuthenticHit	IsA
DAuthenticHit	ShowMembers
DAuthenticHit	Streamer
Class	StreamerNVirtual
Class_Name	