

TCollection	
fgCurrentCollection	fSize
fgGarbageCollection	kInitCapacity
fgEmptyingGarbage	kInitHashTableCapacity
fgGarbageStack	fgIsA
kIsOwner	
fName	
@~TCollection      IsFolder operator=          IsOwner PrintCollectionHeader   IsSortable GetCollectionEntryName PrintCollectionEntry   MakeIterator Add                  MakeReverseIterator AddVector          Paint AddAll               Print AssertClass        Print Browse              Print Capacity            Print Clear                RecursiveRemove Compare             Remove Contains            RemoveAll Contains            RemoveAll Delete               SetCurrentCollection Draw                SetName Dump                SetOwner FindObject         Write operator()         Write FindObject         GetCurrentCollection GetEntries         StartGarbageCollection GetName            GarbageCollect GetObjectRef       EmptyGarbageCollection GetSize             Class GrowBy              Class_Name Hash                IsA IsArgNull            ShowMembers IsEmpty	

TSeqCollection
fSorted fgIsA
@~TSeqCollection Changed Add AddFirst AddLast AddAt AddAfter AddBefore RemoveFirst RemoveLast RemoveAt RemoveAfter RemoveBefore At Before After First Last LastIndex IndexOf IsSorted UnSort Merge ObjCompare QSort QSort Class Class_Name IsA ShowMembers

TObjArray	
fCont	fgIsA
fLowerBound	
fLast	
@~TObjArray      FindObject BoundsOk          FindObject Init                RemoveAt OutOfBoundsError   Remove GetAbsLast        RemoveRange TObjArray          RecursiveRemove TObjArray          At operator=          UncheckedAt Clear               Before Compress          After Delete              First Expand             Last GetEntries         operator@[@] GetEntriesFast     operator@[@] GetLast            LowerBound GetObjectRef       IndexOf IsEmpty            SetLast MakeIterator       Randomize Add                 Sort AddFirst            BinarySearch AddLast             Class AddAt                Class_Name AddAtAndExpand    IsA AddAtFree           ShowMembers AddAfter AddBefore	

EdwEventCollection
fgIsA
@~EdwEventCollection EdwEventCollection Clear AddEvent GetEvent GetEntry InitializeMembers Add Class Class_Name IsA ShowMembers