	TObject		TSysEvtHandler
fUniqueID	klsReferenced	kZombie	flsActive
fBits	kHasUUID	kBitMask	fglsA
fgDtorOnly	kCannotPick	kSingleKey	
fgObjectStat	kNoContextMenu	kOverwrite	@~TSysEvtHandler
kCanDelete	klnvalidObject	kWriteDelete	GetSender
kMustCleanup kObjlnCanvas	klsOnHeap kNotDeleted	fglsA	Activate
KODJINGANYAS	KNOLDeleted		DeActivate
@~TObject	GetObjectInfo	operator new@[@]	IsActive
MakeZombie	GetTitle	operator delete	Add
DoError	HandleTimer	operator delete@[@	_
TObject	Hash	operator delete	Notify
TObject	InheritsFrom	operator delete@[@	_
operator=	InheritsFrom	SetBit	DeActivated
AppendPad	Inspect	SetBit	Notified
Browse	IsFolder	ResetBit	Added
ClassName	IsEqual	TestBit	Removed
Clear Clone	IsSortable	TestBits	Class
	IsOnHeap IsZombie	InvertBit Info	Class_Name
Compare Copy	Notify	Warning	ShowMembers
Delete	Is	Error	Showmenibers
DistancetoPrimitive		SysError	
Draw	Pop	Fatal	TQObject
DrawClass	Print	AbstractMethod	fListOfSignals
DrawClone	Read	MayNotUse	fListOfConnections
Dump	RecursiveRemove	Obsolete	fSignalsBlocked fgAllSignalsBlocked
Execute	SaveAs	GetDtorOnly	fglsA
Execute	SavePrimitive	SetDtorOnly	
ExecuteEvent	SetDrawOption	GetObjectStat	@~TQObject
FindObject	SetUniqueID	SetObjectStat	GetSender GetSenderClassName
FindObject	UseCurrentStyle	Class	ConnectToClass
GetDrawOption	Write	Class_Name	ConnectToClass
GetUniqueID	Write	IsA	CheckConnectArgs TQObject
GetName	operator new	ShowMembers	operator=
GetIconName	operator new@[@]		TQObject
GetOption	operator new		GetListOfClassSignal GetListOfSignals
			GetListOfConnection
			AreSignalsBlocked
			BlockSignals CollectClassSignalL
			EmitVA
			EmitVA
			Emit Emit
			Emit
			Emit
			Emit Emit
			Emit
			Emit
			Emit Emit
			Emit
			Emit
			Emit Emit
			Emit
			Emit
			Connect Disconnect
			HighPriority
			LowPriority
			HasConnection

ive ysEvtHandler nder ite tivate ve ve ited tivated ed ved Name

fSignal **fSync fDelay** fglsA @~TSignalHandler **TSignalHandler TSignalHandler** Delay **HandleDelayedSigna GetSignal SetSignal IsSync IsAsync** Notify Add Remove Class Class Name IsA Members **ShowMembers FQObject**

TSignalHandler

Tinterrupt
NumSig
fgInterrupted
fglsA
0 = 1
@~TInterrupt
Tinterrupt
Notify
IsInterrupted
IsNotInterrupted
Class
Class_Name
IsA

ShowMembers