

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

TNamed
fName
fTitle
fgIsA
@ ~TNamed
TNamed
TNamed
TNamed
TNamed
operator=
@ ~TNamed
Clear
Clone
@ ~TNamed
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

TVirtualX				
kCopy	kHollow	kOpaque	fDrawMode	
kXor	kFilled	kCheck	fgIsA	
kInvert	kClear	kLoad		
@ ~TVirtualX	ResizePixmap	RaiseWindow	QueryColor	GetPrimarySelectionOwner
TVirtualX	ResizeWindow	LowerWindow	FreeColor	SetPrimarySelectionOwner
TVirtualX	SelectWindow	MoveWindow	EventsPending	ConvertPrimarySelection
Init	SelectPixmap	MoveResizeWindow	NextEvent	LookupString
ClearWindow	SetCharacterUp	ResizeWindow	Bell	GetPasteBuffer
ClosePixmap	SetClipOFF	IconifyWindow	CopyArea	TranslateCoordinates
CloseWindow	SetClipRegion	ReparentWindow	ChangeWindowAttributes	GetWindowSize
CopyPixmap	SetCursor	SetWindowBackgroundPixmap	ChangeProperty	FillPolygon
CreateOpenGLContext	SetDoubleBuffer	SetWindowBackgroundPixmap	GrabPixmap	QueryPointer
DeleteOpenGLContext	SetDoubleBufferOFF	OpenDisplay	ClearArea	SetForeground
DrawBox	SetDoubleBufferOFF	OpenDisplay	CheckEvent	SetClipRectangles
DrawCellArray	SetDrawMode	CloseDisplay	SendEvent	Update
DrawFillArea	SetFillColor	GetDisplay	WMDeleteNotify	CreateRegion
DrawLine	SetFillStyle	GetVisual	SetKeyAutoRepeat	DestroyRegion
DrawPolyLine	SetLineColor	GetScreen	GrabKey	UnionRectWithRegion
DrawPolyMarker	SetLineType	GetDepth	GrabButton	PolygonRegion
DrawText	SetLineStyle	GetColormap	GrabPointer	UnionRegion
ExecCommand	SetLineWidth	InternAtom	SetWindowName	IntersectRegion
GetCharacterUp	SetMarkerColor	GetDefaultRootWindow	SetDownName	SubtractRegion
GetDrawMode	SetMarkerSize	GetParent	SetIconPixmap	XorRegion
GetDoubleBuffer	SetMarkerStyle	LoadQueryFont	SetClassHints	EmptyRegion
GetGeometry	SetOpacity	GetFontHandle	SetMWMHints	PointInRegion
DisplayName	SetRGB	DeleteFont	SetWMPosition	EqualRegion
GetNativeEvent	SetTextAlign	CreateGC	SetWMSize	GetRegionBox
GetPixel	SetTextColor	ChangeGC	SetWMSizeHints	ListFonts
GetPlanes	SetTextFont	CopyGC	SetWMState	FreeFontNames
GetRGB	SetFont	DeleteGC	SetWMTransient	CreateImage
GetTextExtent	SetTextMagnitude	CreateCursor	DrawString	GetImageSize
GetTextMagnitude	SetTextSize	SetCursor	TextWidth	PutPixel
GetWindowID	UpdateWindow	CreatePixmap	GetFontProperties	GetImage
HasTTFonts	Warp	CreatePixmap	GetGCValues	DeleteImage
InitWindow	WriteGIF	CreateBitmap	GetFontStruct	GetColorBits
AddWindow	WritePixmap	DeletePixmap	FreeFontStruct	IsCmdThread
RemoveWindow	GetCurrentWindow	CreatePictureFromFile	FreeWindow	Instance
MoveWindow	GetWindowAttributes	CreatePictureFromPixmap	KeySymToKeyCode	Class
OpenPixmap	MapWindow	CreatePixmapFromData	FindRectangle	Class_Name
QueryPointer	MapSubwindows	ReadPictureDataFromFile	DrawRectangle	IsA
ReadGIF	MapRaised	DeletePictureData	DrawSegments	ShowMembers
RequestLocator	UnmapWindow	SetDashes	SelectInput	Streamer
RequestString	DestroyWindow	ParseColor	GetInputFocus	StreamerVirtual
RescaleWindow	DestroySubwindow	MiscColor	SetInputFocus	

TAttLine				
fLineColor	fLineStyle	fLineWidth	fgIsA	
@ ~TAttLine	GetLineColor	SaveLineAttributes	Class	StreamerVirtual
TAttLine	GetLineStyle	SetLineAttributes	Class_Name	
TAttLine	GetLineWidth	SetLineColor	IsA	
Copy	Modify	SetLineStyle	ShowMembers	
DistancetoLine	ResetAttLine	SetLineWidth	Streamer	