TObject

fUniqueID	kZombie
fBits	kBitMask
fgDtorOnly	kSingleKey
fgDirLevel	kOverwrite
fgObjectStat	fgIsA
kIsOnHeap	
kNotDeleted	

MakeZombie	Is
TObject	Modified
TObject	Paint
operator=	Pop
AppendPad	Print
Browse	Read
ClassName	RecursiveRemove
Clear	SavePrimitive
Clone	SetDrawOption
Close	SetUniqueID
Compare	Sizeof3D
Copy	UseCurrentStyle
Delete	Write
DistancetoPrimitive	operator new
Draw	operator new
DrawClass	operator delete
DrawClone	SetBit
Dump	SetBit
Execute	ResetBit
Execute	TestBit
ExecuteEvent	InvertBit
GetDrawOption	Warning
GetUniqueID	Error
GetName	SysError
GetIconName	Fatal
GetOption	AbstractMethod
GetObjectInfo	MayNotUse
GetTitle	DecreaseDirLevel
HandleTimer	GetDtorOnly
Hash	SetDtorOnly
InheritsFrom	GetDirLevel
InheritsFrom	SetDirLevel
Inspect	GetObjectStat
IsFolder	SetObjectStat
IsEqual	IncreaseDirLevel
IsSortable	IndentLevel
IsModified	Class
IsOnHeap	IsA
IsZombie	ShowMembers
Is3D	

TApplication

fReturnFromRun	fFiles
fArgc	fIdleCommand
fArgv	fIdleTimer
fAppImp	fSigHandler
fNoLog	fgIsA
fQuit	

TApplication	Hide
Help	GetApplicationImp
InitializeColors	Iconify
SetReturnFromRun	IsCmdThread
SetSignalHandler	Open
TApplication	Raise
GetOptions	Lower
GetSignalHandler	Argc
HandleIdleTimer	Argv
HandleTermInput	Argv
Init	NoLogOpt
ProcessLine	QuitOpt
ProcessFile	InputFiles
Run	ClearInputFiles
SetIdleTimer	ReturnFromRun
RemoveIdleTimer	CreateApplication
GetIdleCommand	Class
StartIdleing	IsA
StopIdleing	ShowMembers
Terminate	Streamer
ApplicationName	
Show	

TRint

fNcmd
fPrompt[64]
fDefaultPrompt
fInterrupt
fgIsA

TRint
GetPrompt
SetPrompt
HandleTermInput
PrintLogo
Run
Terminate
Interrupt
Class
IsA
ShowMembers
Streamer