

**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	GetDtorOnly
Execute	SaveAs	SetDtorOnly
Execute	SavePrimitive	GetObjectStat
ExecuteEvent	SetDrawOption	SetObjectStat
FindObject	SetUniqueID	Class
FindObject	UseCurrentStyle	Class_Name
GetDrawOption	Write	IsA
GetUniqueID	Write	ShowMembers
GetName	operator new	
GetIconName	operator new@[@]	
GetOption	operator new	

**THaPartialHit**

fScBar	fLa
fBarNum	fLa_raw
fCaseNum	fRa
fLt	fRa_raw
fLt_raw	fgIsA
fRt	
fRt_raw	
@~THaPartialHit	SetLt
THaPartialHit	SetRt
GetScintBar	SetLa
GetBarNum	SetRa
GetCaseNum	SetLt_raw
GetLt	SetRt_raw
GetRt	SetLa_raw
GetLa	SetRa_raw
GetRa	Class
GetLt_raw	Class_Name
GetRt_raw	IsA
GetLa_raw	ShowMembers
GetRa_raw	Streamer
SetScintBar	StreamerNVirtual
SetBarNum	
SetCaseNum	