

TObject		
fUniqueId	kIsReference	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPickSingleKey	
fgObjectStack	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObjectWriteDelete	
kMustCleanUpOnHeap	fgIsA	
kObjInCanvas	kNotDeleted	
@ ~TObject GetOption operator new MakeZombie GetObjectIn operator new@		
DoError	GetTitle	operator delete
TObject	HandleTime	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	RecursiveReadDtorOnly	
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOptions	SetObjectStat
FindObject	SetUniqueId	SetObjectStat
FindObject	UseCurrentStyles	
GetDrawOptions	Write	Class_Name
GetUniqueId	Write	IsA
GetName	operator new	ShowMembers
GetIconName	operator new	@ [@]

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

TImage		
kXpm	kTga	kChar
kZCompressedXpm	kXpm	kUnicode
kGZCompressedXpm	kXpm	kStretch
kPng	kPlain	kTile
kJpeg	kEmbossed	kStretchY
kXcf	kSunken	kStretchX
kPpm	kShadeAboveCoordModeOr	
kPnm	kShadeBelowCoordModePr	
kBmp	kEmbossedTileChan	
kIco	kSunkenThickGreenChan	
kCur	kOutlineAboveBlueChan	
kGif	kOutlineBelowAlphaChan	
kTiff	kOutlineFullkAllChan	
kXbm	k3DTypes	fgIsA
kFits	kUTF8	
@ ~TImage Bevel IsEditable		
TImage	DrawText	GetWidth
TImage	BeginPaint	GetHeight
TImage	EndPaint	IsValid
operator=	DrawLine	GetScaledImage
TImage	DrawDashLine	GetPixels
Clone	DrawBox	GetArray
ReadImage	DrawRectangle	GetPixmap
WriteImage	FillRectangle	GetMask
SetImage	DrawPolyLine	GetArgbArray
SetImage	PutPixel	GetScanline
SetImage	PolyPoint	GetImageBuffer
SetImage	DrawSegment	SetImageBuffer
FromPad	FillPolygon	PaintImage
UnZoom	FillPolygon	FromWindow
Zoom	CropPolygon	Create
Flip	DrawFillArea	Open
Gray	DrawFillArea	Open
IsGray	FillSpans	Open
Mirror	FillSpans	Open
Scale	CropSpans	Open
Tile	CopyArea	operator+=
Crop	DrawCellArray	operator/=
Pad	FloodFill	Class
Blur	DrawCubeBevel	Class_Name
Vectorize	DrawStraightEllips	
HSV	DrawCircle	ShowMembers
Gradient	DrawEllips	
Merge	DrawEllips2	
Append	SetEditable	

TASImage			
kNoZoom	fScaledImage	fZoomHeight	fGrayImage
kZoom	fMaxValue	fZoomUpdate	IsGray
kZoomOps	fMinValue	fEditable	fgVisual
kReadWriteZoom	fZoomOffX	fPaintMode	fgInit
kReadWriteZoom	fZoomOffY	fPic	fgIsA
fImage	fZoomWidthfMask		
@ ~TASImage Browse DrawLine FromWindow			
DrawVLine	SetTitle	DrawDashLine	GetWidth
DrawHLine	GetTitle	DrawBox	GetHeight
DrawLineIntersect	GetObjectName	DrawRectangle	GetScaledWidth
DrawWideLine	FromPad	FillRectangle	GetScaledHeight
DrawDashHLine	Draw	DrawPolyLine	IsValid
DrawDashVLine	Paint	PutPixel	IsGray
DrawDashZLine	DistanceToPrimitive	PolyPoint	GetImage
GetPolygonSpans	CreateEvent	DrawSegment	GetScaledImage
GetFillAreaSegment	ObjectInFillPolygon	GetPixmap	
FillRectangleSetPaint	FillPolygon	GetMask	
DrawTextTTZoom	CropPolygon	GetPixels	
DrawGlyph	UnZoom	DrawFillArea	GetArray
SetDefaults	Flip	DrawFillArea	GetArgbArray
CreateThumbnail	Mirror	FillSpans	GetScanline
DestroyImage	Scale	FillSpans	GetImageBuffer
GetFileType	Tile	CropSpans	SetImageBuffer
MapFileTypeCrop	CopyArea	PaintImage	
MapQuality	Pad	DrawCellArray	SetPaletteEnabled
InitVisual	Blur	FloodFill	SavePrimitive
TASImage	Vectorize	DrawCubeBevel	IsVisual
TASImage	Gray	DrawStraightEllips	
TASImage	StartPalette	DrawCircle	Image2Drawable
TASImage	HSV	DrawEllips	Class
TASImage	Merge	DrawEllips2	Class_Name
TASImage	Append	ReadImage	IsA
TASImage	Gradient	WriteImage	ShowMembers
operator=	Bevel	SetImage	
Clone	DrawText	SetImage	
SetEditable	BeginPaint	SetImage	
IsEditable	EndPaint	SetImage	

TAttImage	
kImgDefaultImageQuality	fPaletteEnabled
kImgPoor	fImageCompression
kImgFast	fConstRatio
kImgGood	fPalette
kImgBest	fPaletteEditor
@ ~TAttImage SaveImage Class	
TAttImage	SetConstRatio
TAttImage	SetPaletteEnabled
Copy	SetImageColor
GetConstRatio	SetImageQuality
GetImageColor	SetPalette
Stream	StreamNVirtual