

TObject		
fgDtorOnly	kHasUUID	kInconsistent
fgObjectStat	kCannotPick	kBitMask
fgIsA	kNoContextMenu	kSingleKey
fUniqueID	kInvalidObject	kOverwrite
fBits	kObjInCanvas	kWriteDelete
kCanDelete	kIsOnHeap	kOnlyPrepStep
kMustCleanup	kNotDeleted	
kIsReferenced	kZombie	
Streamer	GetIconName	operator new
Hash	GetOption	operator new[]
TObject	GetObjectInfo	operator delete
TObject	GetTitle	operator delete[]
operator=	HandleTimer	operator delete
AddToTObjectTable	HasInconsistentHash	operator delete[]
MakeZombie	InheritsFrom	SetBit
DoError	InheritsFrom	SetBit
~TObject	Inspect	ResetBit
AppendPad	IsFolder	TestBit
Browse	IsEqual	TestBits
ClassName	IsSortable	InvertBit
Clear	IsOnHeap	Info
CheckedHash	IsZombie	Warning
Clone	Notify	Error
Compare	Is	SysError
Copy	Paint	Fatal
Delete	Pop	AbstractMethod
DistancetoPrimitive	Print	MayNotUse
Draw	Read	Obsolete
DrawClass	RecursiveRemove	GetDtorOnly
DrawClone	SaveAs	SetDtorOnly
Dump	SavePrimitive	GetObjectStat
Execute	SetDrawOption	SetObjectStat
Execute	SetUniqueID	CheckTObjectHashConsistency
ExecuteEvent	UseCurrentStyle	IsA
FindObject	Write	ShowMembers
FindObject	Write	StreamerNVirtual
GetDrawOption	IsDestroyed	
GetUniqueID	operator new	
GetName	operator new[]	

TQGridScanBound
fgIsA
m_bins
normal
split
min
max
TQGridScanBound
TQGridScanBound
TQGridScanBound
TQGridScanBound
TQGridScanBound
range
nPoints
range
range
isFixed
range
range
CheckTObjectHashConsistency
IsA
ShowMembers
StreamerNVirtual
Class_Name
Class
Streamer
TQGridScanBound
TQGridScanBound
operator=