

**Object**

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	Obsolete
Execute	SaveAs	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@[@]	
GetOption	operator new	

**AliEveMacro**

kNone	fSources
kRunLoader	fTags
kESD	fMacro
kESDfriend	fFunc
kRawReader	fArgs
kAOD	fActive
kNotRun	fExecStatus
kNoData	fExecExcString
kOK	fExecResult
kException	fgIsA
kError	
@~AliEveMacro	ResetExecState
AliEveMacro	SetExecNoData
GetSources	SetExecOK
SetSources	SetExecException
GetTags	SetExecError
SetTags	GetExecStatus
GetMacro	GetExecException
SetMacro	GetExecResult
GetFunc	WasExecTried
SetFunc	WasExecOK
GetArgs	FormForExec
SetArgs	FormForDisplay
GetActive	AliEveMacro
SetActive	operator=
RequiresRunLoader	Class
RequiresESD	Class_Name
RequiresESDfriend	IsA
RequiresRawReader	ShowMembers
RequiresAOD	