

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~TObject	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	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	Is	Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRemove	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@[@]	

T49Beam	
fgIsA	
@~T49Beam	GetS4
SetS1	GetScl
SetS2	GetBs4
SetV0	GetBung
SetS4	GetBgated
SetScl	GetBi
SetBs4	GetTrigger
SetBung	GetAdcS1
SetBgated	GetAdcS2
SetBi	GetAdcS3
SetTrigger	GetTdcVtpc1
SetAdcS1	GetTdcVtpc2
SetAdcS2	GetTdcMtpcl
SetAdcS3	GetTdcMtpcr
SetTdcVtpc1	GetPatUnit1
SetTdcVtpc2	GetPatUnit2
SetTdcMtpcl	GetPatUnitEmpty
SetTdcMtpcr	GetEmpty
SetPatUnit1	Class
SetPatUnit2	Class_Name
SetPatUnitEmpty	IsA
SetEmpty	ShowMembers
GetS1	Streamer
GetS2	
GetV0	