

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	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	

IMGBoardReader	
DebugLevel	Endianness
fTool	EventTrailer
BoardNumber	EventHeader
NbOfInputs	ifStripTelescope
SizeOfHeader	ifMultiFrame
ReadingEvent	NbOfChannels
TriggerMode	NumberOfBitsValue
CurrentEvent	SignificantBits
CurrentEventNumber	SignedValues
CurrentTriggerNumber	InputDataAddress
CurrentFrameNumber	MaxSignedValue
CurrentTimestamp	SizeOfInputData
TriggerLine	SizeOfValue
ListOfTriggers	NChannelsPerValue
ListOfTimestamps	NValuesToRead
maxNumberOfTriggers	WithDBt
ListOfFrames	NValuesPerChannel
ListOfPixels	NValuesToJumpPerChannel
RawFileStream	FirstExcludedChannel
InputFileName	LastExcludedChannel
ListOfInputFileNames	triggerLowThreshold
PrefixFileName	triggerHighThreshold
SuffixFileName	FirstTriggerChannel
CurrentFileNumber	LastTriggerChannel
NumberOfFiles	ListOfTriggersFromData
BuffersRead	EventsCount
NoMoreFile	FramesRead
EventsInFile	fgIsA
SizeOfEvent	
Data	
@~IMGBoardReader	AddFileList
CloseRawFile	HasData
OpenRawFile	SkipNextEvent
LookUpRawFile	GetBoardNumber
GetNextBuffer	GetEvent
SetBufferPointers	GetEventNumber
GetInputData	GetInputFileName
GetTriggerData	GetSuffixFileName
DecodeTriggerFromData	GetPrefixFileName
BuildValue	PrintEventHeader
AddPixel	PrintStatistics
AddPixel	DumpEventHeaders
IMGBoardReader	Class
IMGBoardReader	Class_Name
SetDebugLevel	IsA
SetEndiannes	ShowMembers
AddFile	