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	GetDtorOnly
Execute	SaveAs	SetDtorOnly
Execute	SavePrimitive	GetObjectStat
ExecuteEvent	SetDrawOption	SetObjectStat
FindObject	SetUniqueID	Class
FindObject	UseCurrentStyle	Class_Name
GetDrawOption	Write	IsA
GetUniqueID	Write	ShowMembers
GetName	operator new	
GetIconName	operator new@[@]	
GetOption	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

TA2System

fCmdList[5]
fInputFile
fLogFile
fLogStream
fIsInit
fIsError
fIsConfigPass
fgIsA

@~TA2System
BaseInit
PrintError
PrintMessage
Map2Key
Map2Key
Map2String
GetMapKey
GetMapString
AddCmdList
FileConfig
CommandConfig
ParseMisc
SetConfig
PostInit
BuildName
CheckName
GetInputFile
GetLogFile
GetLogStream
SetLogStream
SetLogFile
IsInit
IsError
Class
Class_Name
IsA
ShowMembers

TDAQstore

fOutBuff
fSocket
fDataOutFile
fFileName
fRecLen
fPacLen
fPort
fMode
fNfile
fNrecord
fIsSwap
fgIsA

@~TDAQstore
TDAQstore
SetConfig
PostInit
Process
Shutdown
Run
SetOutBuff
GetOutBuff
GetSocket
GetDataOutFile
GetFileName
SetFileName
GetRecLen
GetPacLen
GetPort
GetMode
GetNfile
GetNrecord
IsSwap
IsStore
Class
Class_Name
IsA
ShowMembers
Streamer