	TObject		TNamed	TA2System	TA2RateMonitor
fUniqueID fBits fgDtorOnly fgObjectStat	klsReferenced kHasUUID kCannotPick kNoContextMenu	kZombie kBitMask kSingleKey kOverwrite	fName fTitle fglsA	fCmdList[5] fInputFile fLogFile fLogStream	fADC fScaler fScalerSum fRateName
kCanDelete kMustCleanup kObjlnCanvas	kInvalidObject kIsOnHeap kNotDeleted	kWriteDelete fglsA	@~TNamed TNamed TNamed TNamed	flsInit flsError flsConfigPass fglsA	fNRate fNrate fScalerIndex fClockIndex
MakeZombie DoError TObject TObject operator= AppendPad	GetTitle HandleTimer Hash InheritsFrom InheritsFrom Inspect	operator delete operator delete@[@ operator delete operator delete@[@ SetBit SetBit	Clear	@~TA2System BaseInit PrintError PrintMessage Map2Key	fFrequency fNorm fRate fIsScalerRead fgIsA
Browse ClassName Clear Clone	IsFolder IsEqual IsSortable IsOnHeap	ResetBit TestBit TestBits InvertBit	FillBuffer GetName GetTitle Hash	Map2Key Map2String GetMapKey GetMapString	@~TA2RateMonitor TA2RateMonitor SetConfig Decode
Compare Copy Delete DistancetoPrimitive	IsZombie Notify Is Paint	Info Warning Error SysError	IsSortable SetName SetNameTitle SetTitle	AddCmdList FileConfig CommandConfig ParseMisc	GetRateName GetRateName GetNRate GetScalerIndex
Draw DrawClass DrawClone Dump	Pop Print Read RecursiveRemove	Fatal AbstractMethod MayNotUse GetDtorOnly	Is Print Sizeof Class	SetConfig PostInit BuildName CheckName	GetScalerIndex GetClockIndex GetClockIndex GetFrequency
Execute Execute ExecuteEvent FindObject	SaveAs SavePrimitive SetDrawOption SetUniqueID	SetDtorOnly GetObjectStat SetObjectStat Class	Class_Name IsA ShowMembers	GetInputFile GetLogFile GetLogStream SetLogStream	GetFrequency GetNorm GetRate
FindObject GetDrawOption GetUniqueID GetName	UseCurrentStyle Write Write operator new	Class_Name IsA ShowMembers		SetLogFile IsInit IsError Class	GetRate Class Class_Name
GetIconName GetOption	operator new@[@] operator new			Class_Name IsA ShowMembers	ShowMembers Streamer