TObject		
fliniqueID	•	kZombie
fUniqueID fBits	klsReferenced kHasUUID	kZombie kBitMask
	kCannotPick	
fgDtorOnly	kNoContextMenu	kSingleKey kOverwrite
fgObjectStat kCanDelete	knocontextwenu	kOverwrite kWriteDelete
kMustCleanup	kisOnHeap	fglsA
kObjlnCanvas	kNotDeleted	IgisA
KODJIIIGarivas	KNOLDeleted	
@~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
Сору	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	

fglsA @~EdwSubRecordBase **EdwSubRecordBase EdwSubRecordBase** fglsA operator= Clear IsSame operator== operator@!= Compact InitializeMembers Clear Class Class\_Name IsA ShowMembers **GetBaselineFWHM SetChannelName SetPeakAmp** 

EdwSubRecordBase EdwBoloPulseSubRecordBaseHLABOLOPUlseSubRecordBaseHLAB fChannelNameSize falsA **fChannelName fPeakAmp** @~EdwHLABoloPulse **fBaselineMean EdwHLABoloPulseSul fBaselineFWHM EdwHLABoloPulseSul** operator= Clear @~EdwBoloPulseSubR IsSame EdwBoloPulseSubReco operator== EdwBoloPulseSubReco operator@!= operator= Compact **InitializeMembers** IsSame CopyLocalMembers operator== Class operator@!= **Class Name** Compact IsA **GetChannelNameSiz ShowMembers GetChannelName GetPeakAmp** GetBaselineMean

> SetBaselineMean **SetBaselineFWHM**

InitializeMembers

Class

IsA

Class\_Name

**ShowMembers** 

CopyLocalMembers

dwHLASubRecordBas fglsA @~EdwHLASubRece EdwHLASubRecord EdwHLASubRecor operator= Clear **IsSame** operator== operator@!= Compact InitializeMembers Class Class Name IsA

**ShowMembers**