	TObject	
fUniqueID	klsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	klnvalidObject	kWriteDelete
kMustCleanup	klsOnHeap	fglsA
kObjlnCanvas	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
Сору	Notify	Warning
Delete	ls	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 Write	Class Name
GetUniqueID	Write	Class_Name
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GetOption	operator new	

fStartTime fCorrelSlope fEndTime fCorrelFactor fChannel fCorrelChannels fRun fPulseBin fNbPtsPatterns fglsA fNoiseSpectrum fNbTracesForNoiseSpectrum @~EdwPreprocessData CorrelSlope EdwPreprocessData CorrelFactor EdwPreprocessData SetCorrelSlope Clear SetCorrelChannels Clear SetCorrelChannels StartTime CorrelChannels EndTime PlotSpectrum SetStartTime SetPulseBin SetEndTime ComputeNoiseSpectrum IsTimeOk NoiseSpectrumVector Run Class SetRun Class_Name SetNbPtsPatterns IsA NbPtsPatterns ShowMembers Channel Streamer SetChannel Streamer SetChannel StreamerNVirtual NoiseSpectrum SetNoiseSpectrum SetNoiseSpectrum	EdwPreprocessData		
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