

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	

KSambaDetectorChannel	
fName	fCompModul
fState	fCorrTrngl
fPosition	fAmplModul
fMass	fGainChaleur
fMac	fBoloBoxVersion
fDiviseurD2	fConvergencePeriod
fDiviseurD3	fRelay1Status
fPolarCentre	fRelay2Status
fPolarGarde	fFetDac
fGainCentre	fBoloGain
fGainGarde	fgIsA
fPolarFet	
fCorrPied	
@~KSambaDetectorChannel	SetMass
KSambaDetectorChannel	SetMac
GetName	SetDiviseurD2
GetState	SetDiviseurD3
GetPosition	SetPolarCentre
GetMass	SetPolarGarde
GetMac	SetGainCentre
GetDiviseurD2	SetGainGarde
GetDiviseurD3	SetPolarFet
GetPolarCentre	SetCorrPied
GetPolarGarde	SetCompModul
GetGainCentre	SetCorrTrngl
GetGainGarde	SetAmplModul
GetPolarFet	SetGainChaleur
GetCorrPied	SetBoloBoxVersion
GetCompModul	SetConvergencePeriod
GetCorrTrngl	SetRelay1Status
GetAmplModul	SetRelay2Status
GetGainChaleur	SetFetDac
GetBoloBoxVersion	SetBoloGain
GetConvergencePeriod	InitializeMembers
GetRelay1Status	Class
GetRelay2Status	Class_Name
GetFetDac	IsA
GetBoloGain	ShowMembers
SetName	Streamer
SetState	StreamerNVirtual
SetPosition	