	TObject	
fUniqueID	klsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	klnvalidObject	kWriteDelete
kMustCleanup	klsOnHeap	fglsA
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
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	

EdwSingleBoloSubRecordBase **EdwSubRecordBase** fDetectorNumber fglsA **fDetectorNameSize fDetectorName** @~EdwSubRecordBase fHeatPositiveThresho d **EdwSubRecordBase** fHeatNegativeThreshold fTimeOfLastThresholdChange **EdwSubRecordBase** operator= **fVoie** Clear fglsA IsSame operator== @~EdwSingleBoloSubRecordBa EdwSingleBoloSubRecordBase EdwSingleBoloSubRecordBase operator@!= Compact **InitializeMembers** operator= Class Class_Name Clear IsA **IsSame ShowMembers** operator== operator@!= Compact **GetDetectorNumber GetDetectorName GetDetectorNameSize GetVoie GetHeatPositiveThreshold** GetHeatNegativeThreshold GetTimeOfLastThresholdChange **SetDetectorNumber SetDetectorName SetVoie SetHeatPositiveThreshold SetHeatNegativeThreshold SetTimeOfLastThresholdChange InitializeMembers** CopyLocalMembers Class Class Name

IsA

ShowMembers