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	

TTRGSClass

Clock_ug	Clock_g2
Fcup_ug	Fcup_g2
Microsec	Mor_lg
Mor_st	Clock_g2_2
Mor_pc	Fcup_g2_2
Mor_ps	Trig1_ug
Mor_tac	Trig2_ug
Mor	Trig3_ug
Pc	Trig4_ug
Ps	Trig5_ug
Tac	Trig6_ug
St	Trig7_ug
Clock_ug_2	Trig8_ug
Fcup_ug_2	Trig9_ug
Clock_g1	Trig10_ug
Fcup_g1	Trig11_ug
Mor_st_rg	Trig12_ug
Mor_pc_rg	Trig_or_ug
Mor_ps_rg	L1accept
Mor_tac_rg	L2fail
Mor_rg	L2pass
Pc_rg	L2start
Ps_rg	L2clear
Tac_rg	L2accept
St_rg	L3accept
Clock_g1_2	fgIsA
Fcup_g1_2	

@~TTRGSClass	IsA
TTRGSClass	ShowMembers
TTRGSClass	Streamer
Print	StreamerNVirtual
Class	
Class_Name	