

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	

TS1STClass	
Latch1_bit1_count	Level2_sector3
Latch1_bit2_count	Level2_sector4
Latch1_bit3_count	Level2_sector5
Latch1_bit4_count	Level2_sector6
Latch1_bit5_count	Level2_pass
Latch1_bit6_count	Level2_fail
Latch1_bit7_count	Latch2_zero_count
Latch1_bit8_count	Latch2_empty_count
Latch1_bit9_count	Latch2_not_empty_count
Latch1_bit10_count	Latch2_ok_count
Latch1_bit11_count	Roc_13_count
Latch1_bit12_count	Roc_15_count
Event_count	L1I2_zero_count
Latch1_zero_count	L1zero_13_count
Latch1_empty_count	L2zero_13_count
Latch1_not_empty_count	L2zero_13_count
Latch1_ok_count	fgIsA
Level2_sector1	
Level2_sector2	
@~TS1STClass	IsA
TS1STClass	ShowMembers
TS1STClass	Streamer
Print	StreamerNVirtual
Class	
Class_Name	