

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~TObject	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[@]
AppendPad	InheritsFrom	SetBit
Browse	Inspect	SetBit
ClassName	IsFolder	ResetBit
Clear	IsEqual	TestBit
Clone	IsSortable	TestBits
Compare	IsOnHeap	InvertBit
Copy	IsZombie	Info
Delete	Notify	Warning
DistancetoPrimitive	Is	Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRemove	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@[@]	

ETriggPars
fld
fName
fgIsA
@~ETriggPars
ETriggPars
ETriggPars
Copy
Clear
GetId
GetName
SetId
SetName
Class
Class_Name
IsA
ShowMembers

EChipTriggPars
fThreshold
fHasRelativeThreshold
fMinTrackLength
fMaxTrackLength
fMinTriggerTrackLength
fMinTriggerTwoLength
fMaxTwoLength
fOnlyWithSignal
fAcceptHole
fRunParsRef
fgIsA
@~EChipTriggPars
EChipTriggPars
EChipTriggPars
Copy
Clear
GetThresholdNumber
GetThreshold
HasRelativeThreshold
GetMinTrackLength
GetMaxTrackLength
GetMinTriggerTrackLength
GetMinTriggerTwoLength
GetMaxTwoLength
OnlyWithSignal
AcceptHole
SetThreshold
SetHasRelativeThreshold
SetMinTrackLength
SetMaxTrackLength
SetMinTriggerTrackLength
SetMinTriggerTwoLength
SetMaxTwoLength
SetOnlyWithSignal
SetAcceptHole
Class
Class_Name
IsA
ShowMembers