

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@[@]	

EPmtData

fPmtSide	fQuantum
fPmtHeight	fGain
fPadSide	fGainSigma
fPadGap	fWidth
fBorderWidth	fGtuLength
fNumPads	fgIsA
fNumRows	
fNumCols	
@~EPmtData	SetNumCols
EPmtData	SetQuantum
Copy	SetGain
Clear	SetGainSigma
GetPmtSide	SetWidth
GetPmtHeight	SetGtuLength
GetPadSide	Pmt
GetPadGap	Channel
GetBorderWidth	Col
GetNumPads	Row
GetNumRows	X
GetNumCols	Y
GetQuantum	ChCol
GetGain	ChRow
GetGainSigma	ChX
GetWidth	ChY
GetGtuLength	Class
SetPmtSide	Class_Name
SetPmtHeight	IsA
SetPadSide	ShowMembers
SetPadGap	Streamer
SetBorderWidth	StreamerNVirtual
SetNumPads	
SetNumRows	