

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	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	

TNamed
fName
fTitle
fgIsA
@~TNamed
TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

TS800Crdc	
fRandom	fAnodeSplineLevel
fTACspline	fAnodeCorrSlope
fAnodeSpline	fAnodeCorrOffset
fYSpline	fTACsplineLevel
parent	fYSplineMatchPnt
fCon	x_offset[2]
fTACsplineCorr	x_slope[2]
fAnodeSplineCorr	y_offset[2]
fYSplineCorr	y_slope[2]
channels	fXShift
tag	fYShift
maxwidth	fYGainShift
threshold	fHYShifts
sampleBegin	fHYGainShifts
sampleWidth	b_data
debug	b_sample
filled	b_channel
data	b_filled
sample	b_x
channel	b_y
rData[224]	b_anode
rSample[224]	b_tac
rChannel[224]	b_pad
pad	b_calc
calc	fChain
x	fCurrent
y	fgIsA
anode	
tac	
@~TS800Crdc	setchannels
TS800Crdc	setdebug
TS800Crdc	SetYShift
Calculate	SetYGainShift
InitClass	Unpack
InitFix	Unpackrawdata
InitTree	Snapshot1D
Clear	Snapshot2D
Copy	Class
GetEntry	Class_Name
LoadYShifts	IsA
LoadYGainShifts	ShowMembers
LoadSpline	
settag	