

**Object**

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	

**TTele**

fRandom	EF_Tslope[32]
fName	EB_Tslope[32]
fTitle	DE_Eoffset[32]
fThicknessDE	EF_Eoffset[32]
fDeadLayerDE	EB_Eoffset[32]
fThicknessE	Csl_Eoffset[4]
fDeadLayerE	Csl_E2offset[4]
fCoverThickness	DE_Toffset[32]
fCslMylarThickness	EF_Toffset[32]
teleNum	EB_Toffset[32]
teleID	Csl_Vcoeff[4][5]
name	DE_Shift[32][2][5]
fCon	EF_Shift[32][2][5]
parent	EB_Shift[32][2][5]
fHits	pixelMatrix[32][32]
DE	b_fHits
EF	b_DE
EB	b_EF
Csl	b_EB
DE_Eslope[32]	b_Csl
EF_Eslope[32]	fChain
EB_Eslope[32]	fClone
Csl_Eslope[4]	fCurrent
Csl_E2slope[4]	fgIsA
DE_Tslope[32]	
@~TTele	GetSiCoverThickness
TTele	GetCslMylarThickness
TTele	InitChain
GetName	InitClass
GetTitle	InitClone
SetName	InitTree
SetNameTitle	SetBad
SetTitle	SetBad
Calibrate	SetSiThickness
Calculate	SetSiDeadLayer
Clear	Class
Copy	Class_Name
GetEntry	IsA
GetTeleID	ShowMembers
GetSiThickness	Streamer
GetSiDeadLayer	