

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	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	

AliiTSONlineCalibrationSPD

fEqNr
 fNrBad
 fBadChannels
 fActiveEq
 fActiveHS[6]
 fActiveChip[60]
 fDeadEq
 fDeadHS[6]
 fDeadChip[60]
 fgIsA

@~AliiTSONlineCalibrationSPD

AliiTSONlineCalibrationSPD

SetEqNr
 GetEqNr
 SetBadList
 SetNrBad
 GetNrBad
 GetKeyAt
 ClearBad
 ActivateALL
 ActivateEq
 ActivateHS
 ActivateChip
 IsActiveEq
 IsActiveHS
 IsActiveChip
 UnSetDeadALL
 SetDeadEq
 SetDeadHS
 SetDeadChip
 IsDeadEq
 IsDeadHS
 IsDeadChip
 Class
 Class_Name
 IsA
 ShowMembers
 Streamer
 StreamerNVirtual