

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	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	

AliiTSONlineSDD
fgkNAnodes
fDDL
fCarlos
fSide
fFirstGoodTB
fLastGoodTB
fgIsA
@~AliiTSONlineSDD
AliiTSONlineSDD
AliiTSONlineSDD
SetDDL
SetCarlos
SetDetectorSide
SetFirstGoodTB
SetLastGoodTB
GetDDL
GetCarlos
GetDetectorSide
GetFirstGoodTB
GetLastGoodTB
ApplyZeroSuppression
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

AliiTSONlineSDDTP	
fNEvents[256]	fCMN[256]
fDAC	fCorrNoise[256]
fLowThreshold	fSumTPPeak[256]
fHighThreshold	fTPPos[256]
fGoodAnode[256]	fNSigmaGain
fBaseline[256]	fNSigmaNoise
fEqBaseline[256]	fgIsA
fOffsetBaseline[256]	
fRawNoise[256]	
@~AliiTSONlineSDDTP	GetNEvents
AliiTSONlineSDDTP	GetChannelGain
AliiTSONlineSDDTP	StatGain
Reset	WriteToASCII
AddEvent	WriteToROOT
ValidateAnodes	GetBaselineAnodeHistogram
ReadBaselines	GetRawNoiseAnodeHistogram
SetNSigmaGain	GetCorrNoiseAnodeHistogram
SetNSigmaNoise	GetCMNCoefAnodeHistogram
IsModuleGood	GetGainAnodeHistogram
IsAnodeGood	GetStatusAnodeHistogram
GetAnodeBaseline	Class
GetAnodeEqualizedBaseline	Class_Name
GetAnodeBaselineOffset	IsA
GetAnodeRawNoise	ShowMembers
GetAnodeCommonMode	Streamer
GetAnodeCorrNoise	StreamerNVirtual
GetTimeBinTPPeak	