

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	

AliiTSTriggerConditions	
fRunNumber	fInActiveChips
fFirmWareVersion	fNumAlgo
fGlobalDescription	fAlgoList
fVersionRegister	fgIsA
fInputConditionsVersion	
fParametersVersion	
@~AliiTSTriggerConditions	ClearAlgoParamsL
AliiTSTriggerConditions	ClearAlgoParamsL
AliiTSTriggerConditions	AddAlgo
operator=	AddAlgoParam
IsEqualTo	GetNumAlgo
DumpAll	GetAlgoIndexL
PrintAsInPIT	GetAlgoIDl
ResetAll	GetAlgoLabell
SetRunNumber	GetAlgoDescriptionl
GetRunNumber	GetNumAlgoParaml
SetFirmWareVersion	GetAlgoParamNameL
GetFirmWareVersion	GetAlgoParamValueL
SetGlobalDescription	GetAlgoParamValueLN
GetGlobalDescription	GetNumAlgoParamL
SetVersionRegister	GetAlgoParamNameLl
GetVersionRegister	GetAlgoParamValueLl
SetInputConditionsVersion	GetAlgoParamValueLN
GetInputConditionsVersion	ReadFromTextFile
SetParametersVersion	GetChipKey
GetParametersVersion	GetChipFromKey
SetInActiveChip	SplitStringIn2
ResetInActiveChips	GetStringBetween
SetActiveChip	Class
DumpInActiveChips	Class_Name
IsChipInActive	IsA
IsChipInActive	ShowMembers
GetNextInActiveChip	
ClearAlgorithms	