

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	

AliiMUONLocalStruct	
fData[5]	fHPtSTrig
fL0	fScaler[32]
fHold	fEOS
fCik	fReset
fLPtNTrig	fgkLength
fHPtNTrig	fgkScalerLength
fLPtRTrig	fgkEndOfLocal
fHPtRTrig	fgkDisableWord
fLPtLTrig	fgIsA
fHPtLTrig	
fLPtSTrig	
@~AliiMUONLocalStruct	GetLpt
AliiMUONLocalStruct	GetHpt
AliiMUONLocalStruct	SetData
operator=	GetData
GetData	GetL0
GetX2	GetHold
GetX1	GetClock
GetX4	GetSwitch
GetX3	GetComptXY
GetXPattern	GetXY1
GetYPattern	GetXY2
GetY2	GetXY3
GetY1	GetXY4
GetY4	GetScalers
GetY3	GetScalerLength
GetId	GetLength
GetDec	GetEndOfLocal
GetTrigY	GetDisableWord
GetTriggerY	SetScalersNumbers
GetYPos	Class
GetSXDev	Class_Name
GetXDev	IsA
GetTriggerX	ShowMembers
GetXPos	