

**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	

**AliMUONRegHeader**

fDarcWord	fgkScalerLength
fWord	fgkHeaderLength
fInput[2]	fgkEndOfReg
fMask	fgkErrorWord
fL0	fLocalArray
fClk	fgIsA
fScaler[8]	
fHold	
@~AliMUONRegHeader	GetEventInRam
AliMUONRegHeader	GetBusy
AliMUONRegHeader	SetDarcWord
AliMUONRegHeader	SetWord
operator=	SetMask
GetDarcWord	SetL0
GetWord	SetInput
GetInput	GetHeaderLength
GetL0	GetEndOfReg
GetMask	GetErrorWord
GetRegPhysFlag	GetHeader
GetResetNb	GetClock
GetSerialNb	GetScaler
GetId	GetHold
GetVersion	GetScalers
GetOutput	GetScalerLength
GetErrorBits	SetScalersNumbers
GetFPGANumber	GetLocalArray
GetDarcPhysFlag	GetLocalEntries
GetPresentFlag	GetLocalEntry
GetRamNotFullFlag	Clear
GetRamNotEmptyFlag	Class
GetL2RejStatus	Class_Name
GetL2AccStatus	IsA
GetL1Status	ShowMembers
GetL0Status	