

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	

AliMUONTriggerGUIboard	
kNMT	fYSix1
kNS	fYSix2
fName	fYSiy
fCrateName	fDetElemId
fID	fIdCircuit
fStatus	fXDig[4][16]
fPosition	fYDig[4][16]
fYOver	fXDigBox[4][16]
fXCenter[4]	fYDigBox[4][16]
fYCenter[4]	fIsOpen
fZCenter[4]	fNPadsX[4]
fXWidth[4]	fNPadsY[4]
fYWidth[4]	fPadsX[4]
fXSix	fPadsY[4]
fXSiy1	fgIsA
fXSiy2	
@~AliMUONTriggerGUIboard	ClearXDigBox
AliMUONTriggerGUIboard	ClearYDigBox
AliMUONTriggerGUIboard	ClearXCenter
GetBoardName	GetYCenter
GetCrateName	GetZCenter
GetStatus	GetXWidth
GetNumber	GetYWidth
GetDetElemId	GetXSix
GetIdCircuit	GetXSiy1
GetSide	GetXSiy2
GetLine	GetYSix1
GetCol	GetYSix2
SetStatus	GetYSiy
SetBoardName	GetNStripX
SetCrateName	GetNStripY
SetDetElemId	SetOpen
SetNumber	IsOpen
AddPadX	ClearXDigits
AddPadY	ClearYDigits
MakeGeometry	PrintBoard
SetDigitX	AliMUONTriggerGUIboard
SetDigitY	operator=
GetYOver	Class
GetPosition	Class_Name
GetXDig	IsA
GetYDig	ShowMembers
SetXDigBox	
SetYDigBox	