TObject	
fUniqueID	kZombie
fBits	kBitMask
fgDtorOnly	kSingleKey
fgDirLevel	kOverwrite
fgObjectStat	fgIsA
kIsOnHeap	
kNotDeleted	
MakeZombie	Is
TObject	Modified
TObject	Paint
operator=	Pop
AppendPad	Print
Browse	Read
ClassName	RecursiveRemove
Clear	SavePrimitive
Clone	SetDrawOption
Close	SetUniqueID
Compare	Sizeof3D
Copy	UseCurrentStyle
Delete	Write
DistancetoPrimitive	operator new
Draw	operator new
DrawClass	operator delete
DrawClone	SetBit
Dump	SetBit
Execute	ResetBit
Execute	TestBit
ExecuteEvent	InvertBit
GetDrawOption	Warning
GetUniqueID	Error
GetName	SysError
GetIconName	Fatal
GetOption	AbstractMethod
GetObjectInfo	MayNotUse
GetTitle	DecreaseDirLevel
HandleTimer	GetDtorOnly
Hash	SetDtorOnly
InheritsFrom	GetDirLevel
InheritsFrom	SetDirLevel
Inspect	GetObjectStat
IsFolder	SetObjectStat
IsEqual	IncreaseDirLevel
IsSortable	IndentLevel
IsModified	Class
IsOnHeap	IsA
IsZombie	ShowMembers
Is3D	

CalHit	
ADC_K_RS	ADC_M_VAL
ADC_V_RS	m_log
ADC_M_RS	ADCValues[8]
ADC_K_PIN	LowEnX4
ADC_V_PIN	LowEn
ADC_M_PIN	HiEnX8
ADC_K_ID	HiEn
ADC_V_ID	Pos
ADC_M_ID	Neg
ADC_K_VAL	fgIsA
ADC_V_VAL	
getADCValue	setADCRangeScale
getADCID	setADCWord
getADCPinID	CalHit
getADCRangeScale	CalHit
getADCValue	getLogID
getADCID	Clean
getADCPinID	Class
getADCRangeScale	IsA
setADCValue	ShowMembers
setADCID	Streamer
setADCPinID	