

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	GetDtorOnly
Execute	SaveAs	SetDtorOnly
Execute	SavePrimitive	GetObjectStat
ExecuteEvent	SetDrawOption	SetObjectStat
FindObject	SetUniqueID	Class
FindObject	UseCurrentStyle	Class_Name
GetDrawOption	Write	IsA
GetUniqueID	Write	ShowMembers
GetName	operator new	
GetIconName	operator new@[@]	
GetOption	operator new	

THiRAPixel

fCRange	b_pETot
fName	b_dETot
fTitle	b_tETot
pixVec	b_He3ETot
ETot	b_He4ETot
pETot	b_fTeleID
dETot	b_DEstrip
tETot	b_EFstrip
He3ETot	b_EBstrip
He4ETot	b_CslSeg
fTeleID	b_fCslHits
DEstrip	b_fMult
EFstrip	b_E_DE
EBstrip	b_E_EF
CslSeg	b_E_EB
fCslHits	b_E_Csl
fMult	b_T_DE
E_DE	b_T_EF
E_EF	b_T_EB
E_EB	b_T_Csl
E_Csl	fChain
T_EF	fCurrent
T_DE	fgIsA
T_EB	
T_Csl	
@~THiRAPixel	GetTower
THiRAPixel	InitClass
GetName	IsBad
GetTitle	IsBad
SetName	InitTree
SetNameTitle	Class
SetTitle	Class_Name
AddHit	IsA
Calculate	ShowMembers
Calibrate	Streamer
Clear	StreamerNVirtual
Fill	