

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	

THIRASiDet

fName	rawMult
fTitle	b_fCbSequence
fCon	b_fChSequence
fBadStrips	b_fHitSequence
fAddRndm	b_ERaw
fMb	b_TRaw
fSlot	b_E
fCbSequence	b_T
fChSequence	b_Emax
fHitSequence	b_Emaxch
ERaw[32]	b_rawMult
TRaw[32]	fChain
E[32]	fCurrent
T[32]	fgIsA
Emax	
Emaxch	
@~THiRASiDet	IsBad
THiRASiDet	GetMB
THiRASiDet	GetSlot
GetName	GetCbReadOrder
GetTitle	GetChReadOrder
SetName	GetChPriorReadOrder
SetNameTitle	GetHitReadOrder
SetTitle	SetBad
Calculate	Class
Calibrate	Class_Name
Clear	IsA
Copy	ShowMembers
GetEntry	Streamer
InitClass	
InitTree	