

TObject		
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	

TMcpDet		
fRandom	zOffset	g_maskHolesY[5]
fNGainStages	xShift	fPolyX[5]
fRowX[13]	yShift	fPolyY[5]
fRowY[13]	zShift	fPosSumX[5]
fBicubicX	foilAngle	fPosSumY[5]
fBicubicY	rotation	b_xRaw
GridFX[13][13]	fEulerPhi	b_yRaw
GridFY[13][13]	fEulerTheta	b_x
GridX[13]	fEulerPsi	b_y
GridY[13]	sumThresh	b_xRawHG
fName	cornerGain[8]	b_yRawHG
fTitle	thresh[8]	b_xHG
fld	ped[8]	b_yHG
fCon	xRaw	b_xRawM
fConD	yRaw	b_yRawM
parent	xRawHG	b_z
fMapOrder	yRawHG	b_r
fPosSumCorr	xRawM	b_sum
fChargeMap[9]	yRawM	b_sumHG
fSigMap[9]	x	b_cMult
fMethod	y	b_tSig
fHLSlope[4]	xHG	b_corner
fHLOffset[4]	yHG	b_posVX
fHLLimits[4][2]	z	b_posVY
corner[12]	r	b_posVZ
tSig	sum	fChain
xScale	sumHG	fCurrent
yScale	cMult	fgIsA
rotAlign	posV	
xOffset	g_maskCentroids[5]	
yOffset	g_maskHolesX[5]	
@~TMcpDet	SetNameTitle	InitTree
FitMask	SetTitle	LoadCorrections
TMcpDet	Calculate	LoadMaskFile
TMcpDet	Calibrate	Class
GetId	Clear	Class_Name
GetName	Copy	IsA
GetTitle	CreateMaskFile	ShowMembers
SetId	GenPrime	
SetName	InitClass	