

**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	

**TS800Scintillator**

fRandom	tup
e1Spline	tdown
fE1SplineCorr	time
fCon	b_de_up
parent	b_de_down
name	b_time_up
avgTimeOffset	b_time_down
timeUpSlope	b_de
timeDownSlope	b_tup
timeSlope	b_tdown
de_up	b_time
de_down	fChain
time_up	fCurrent
time_down	fgIsA
de	

@~TS800Scintillator	InitClass
TS800Scintillator	InitTree
TS800Scintillator	LoadSpline
Calculate	Unpack
Calibrate	Class
Clear	Class_Name
Copy	IsA
Correct	ShowMembers
Correct	Streamer
GetEntry	