

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	

TS800	
fRandom	tof
fName	fHICShifts
fTitle	fHToFShifts[2]
fAnalysisState	fHYtaShifts
fEulerPhi	crdc1CalPath
fEulerTheta	crdc2CalPath
fEulerPsi	b_fNwords
fNwords	b_e1
name	b_e2
fAddRndm	b_e3
kBrhoA	b_crdc1
kBrho	b_crdc2
e1	b_fpTrack
e2	b_imTrack
e3	b_s800map
crdc1	b_ic
crdc2	b_tcrdc1
fpTrack	b_tcrdc2
imTrack	b_tppac1
s800map	b_tppac2
ic	b_trigger
tcrdc1	b_tof
tcrdc2	fChain
tppac1	fCurrent
tppac2	fgIsA
trigger	
@~TS800	LoadPIDShifts
TS800	LoadYtaShifts
TS800	SetPIDShifts
GetName	SetFpTrackShifts
GetTitle	GetEntry
SetName	InitClass
SetNameTitle	InitTree
SetTitle	Unpack
Calculate	SetCrdcCalFile
Calculate	SetEuler
Calibrate	Class
Calibrate	Class_Name
Clear	IsA
Copy	ShowMembers
GenPrime	