

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

TSharcHit	
front_strip	d_time_front
front_channelId	d_energy_back
front_charge	d_time_back
back_strip	p_energy
back_channelId	p_time
back_charge	p_channelId
detectornumber	position
pad_charge	fgIsA
d_energy_front	
@~TSharcHit	GetPosition
TSharcHit	SetDeltaFrontE
Clear	SetDeltaFrontT
Print	SetDeltaBackE
GetDeltaE	SetDeltaBackT
GetDeltaT	SetPadE
GetDeltaFrontE	SetPadT
GetDeltaFrontT	SetPadId
GetDeltaBackE	SetPosition
GetDeltaBackT	SetDetector
GetPadE	SetFrontCharge
GetPadT	SetBackCharge
GetPadId	SetPadCharge
GetDetectorNumber	SetFrontChanId
GetFrontCharge	SetBackChanId
GetFrontChgDbl	SetFrontStrip
GetBackCharge	SetBackStrip
GetBackChgDbl	Class
GetPadCharge	Class_Name
GetFrontStrip	IsA
GetBackStrip	ShowMembers
GetFrontChanId	Streamer
GetBackChanId	StreamerNVirtual
GetEnergy	
GetTime	