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	

DHit

fTableSize	fStripsInClusterArea	fPosRight
fDebugHit	fClusterLimit	fIndexLeft
fHitNumber	fClusterLimitRadius	fIndexRight
fFound	fSeed	fStoNover2
fPositionAlgorithm	fPSeed	fStripNoise
fPlane	fCut	fStripIndexArray
fPositionHit	fStripPitch	fStripIndex
fPositionHitCG	fPhSeed	fStripPulseHeight
fPositionHitEta	fPosSeed	fStripDistanceU
fPositionHitCG33	fPhLofSeed	fStripDistanceV
fPositionHitCG22	fPosLofSeed	fStripsInClusterDemanded
fPositionHitEta22	fPhRofSeed	fChargeFractionDensity
fSeedU	fPosRofSeed	fSNneighbour
fSeedV	fIndexSeed	fSNseed
fClusterPulseSum	fIndexLofSeed	fSeedPulseHeight
fClusterAreaPulseSum	fIndexRofSeed	fSeedNoise
fClusterSignalToNoise	fPhLeft	fIsFromPreviousEvent
fClusterNoiseAverage	fPosLeft	fgIsA
fStripsInClusterFound	fPhRight	

@~DHit	GetPositionVhitCG	GetPulseHeightLeft
evaluateChargeFraction	GetPositionWhitCG	GetPulseHeightRight
DHit	GetPositionUhitEta	GetPulseHeightLeftOfSeed
DHit	GetPositionVhitEta	GetPulseHeightRightOfSeed
Clone	GetPositionUhitCG33	GetPositionULeft
Analyse	GetPositionVhitCG33	GetStoNover2
Analyse	GetPositionUhitCG22	GetIndexLeft
Analyse_2_cgo	GetPositionVhitCG22	GetIndexRight
Analyse_Dynamic	GetPositionUhitEta22	GetIndexSeed
GetNumber	GetPositionVhitEta22	GetSNneighbour
SetNumber	GetClusterPulseSum	GetSNseed
GetFound	GetClusterAreaPulseSum	GetSeedPulseHeight
SetFound	GetIndex	GetSeedNoise
GetDebug	GetIsFromPreviousEvent	Distance
SetDebug	SetIsFromPreviousEvent	Distance
GetPSeed	GetPulseHeight	Distance
GetSeed	GetNoise	Class
GetMinor	GetClusterSignalToNoise	Class_Name
GetPosition	GetClusterNoiseAverage	IsA
GetPositionUhit	GetStripsInCluster	ShowMembers
GetPositionVhit	GetPlane	Streamer
GetPositionWhit	GetSeedU	StreamerNVirtual
GetPositionUhitCG	GetSeedV	