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**

DPlane

fDebugPlane   **fPlaneName**   **fThreshold**   **fPositionV**   **fAcq**
fSession   **fPlanePurpose**   **fOverThresholdN**   **fPosition**   **fc**
fTool   **fPulseRangeMaximum**   **fOverThresholdC**   **fIfDeformation**   **fTracker**
fChannel   **fAcqInputsN**   **fKeepUnTrackedHits**   **fUDeformationCoef**   **fRawData**
fStripIndices   **fAcqModuleTypeN**   **fNumber**   **fVDeformationCoef**   **fCacheRawData**
fKillNoise   **fAcqModuleNumber**   **fGeometry**   **fChargeFractionDensity**   **fAlign**
fCommonShift   **fAcqInputNumber**   **fPlaneNode**   **fChargeFractionDensityAlign**   **fPrecAlign**
fCommonChannels   **fAcqChannelNumber**   **fPlaneNodeName**   **fChargeFractionDistribution**   **fAcqModuleList**
fChannelGood   **fAcqChannelOffset**   **fStatus**   **fDigitalStripResponse**   **fInput**
fStripList   **fAcqModuleChannels**   **fAnalysisMode**   **fEtaIntU**   **fInitialStatus**
fListOfPixels   **fChannelsN**   **fReadout**   **fEtaIntV**   **fInitialCounter**
fListOfMonteCarlo   **fHit**   **fMimosaType**   **fEtaIntU2**   **fInitialPedestal**
fPixelsN   **fHitUnTrackedLastEvent**   **fMapping**   **fEtaIntV2**   **fInitialNoise**
fStripsNu   **fHitsN**   **fHitFinder**   **fHNoise**   **fRandomGenerator**
fStripsNv   **fHitsUnTrackedLastEvent**   **fDigitizN**   **fHPedestal**   **fgIsA**
fStripsN   **fHitsNew**   **fDigitizeThreshold**   **fNoiseRun**
fRegions   **fHitsOld**   **fPitch**   **fNoiseFile**
fPlaneNumber   **fHitMax**   **fTiltW**   **fSize**
fLadderNumber   **fCDSvariance**   **fPositionU**   **fTilt**

@~DPlane   **NearestStrip**   **GetAcqInputNumber**   **GetPositionU**   **GetThreshold**
analyze_basics   **GetSetup**   **Digitize**   **GetPositionV**   **GetOverThresholdN**
CalculateCommonMode   **GetMaxHits**   **DigitizeMatrix**   **GetTiltW**   **GetOverThresholdC**
SetPedandNoiseFromFile   **GetChannelsN**   **GetDigitalThreshold**   **SetPositionU**   **GetTracker**
aHitSupressedMean   **GetStripsN**   **GetDigitialThreshold**   **SetPositionV**   **GetCommonModeRegion**
aHitSupressedValue   **GetStripsNu**   **GetAlignment**   **SetTiltW**   **GetChargeFractionUniv**
extremumIndex   **GetStripsNv**   **GetPrecAlignment**   **ChangePositionByOffset**   **GetEtaIntU**
median   **ComputeStripPosition**   **GetStrip**   **ChangePositionByValue**   **GetEtaIntV**
mean   **ComputeStripPositionFromColRow**   **ChangeTiltByOffset**   **GetEtaIntU2**
minimum   **GetStripIndices**   **GetHitsN**   **ChangeTiltByValue**   **GetEtaIntV2**
runningMean   **GetChannelIndices**   **GetHitsNewN**   **PrintPosition**   **GetChargeFractionDensity**
runningVariance   **GetRawData**   **GetHitsOldN**   **PrintTilt**   **GetChargeFractionDistribution**
find_hits   **GetListOfPixels**   **GetHitsUnTrackedN**   **GetPositionN**   **GetStripResponseSetting**
UpdatePedestalAndNoise   **GetListOfMonteCarlo**   **SetHitsN**   **GetSize**   **GetHNoise**
CheckSaturation   **GetChannel**   **SetHitsNewN**   **GetTilt**   **GetHPedestal**
FindNeighbours   **GetCommonMode**   **SetHitsOldN**   **GetStatus**   **GetNoiseRun**
DPlane   **GetRawValue**   **SetHitsUnTrackedN**   **GetAnalysisMode**   **GetNoiseFile**
DPlane   **GetRawFrame1Value**   **GetPrincipalHit**   **GetReadout**   **SetDebug**
Update   **GetRawFrame2Value**   **GetHit**   **GetMimoType**   **GetDebug**
Align   **GetPedestal**   **GetHitUnTracked**   **SetStatus**   **Class**
AlignAllHits   **GetPulseHeight**   **GetPlaneName**   **TrackerToPlane**   **Class_Name**
AlignPrec   **GetNoise**   **GetPlanePurpose**   **PlaneToTracker**   **IsA**
AlignData   **GetPulseHeightToNoise**   **GetPlaneNumber**   **Intersection**   **ShowMembers**
UpdatePositions   **GetPulseRangeMaximum**   **GetLadderNumber**   **DeformedLocalPosition**   **Streamer**
AlignPrecUpdateConfig   **GetInitialNoise**   **GetCut**   **SetCDSvariance**   **StreamerNVirtual**
ShowAlignment   **GetCommonRegions**   **GetHitFinder**   **GetCDSvariance**