

TA2DataManager		
fRandom	fADC	fTreeFileName
fRandSeed	fADCdefined	flsRawDecode
fParent	fMulti	flsDecode
fChildren	fScaler	flsReconstruct
fVariables	fScalerBuff	flsRawDecodeOK
fTreeFile	fScalerSum	flsDecodeOK
fTree	fEvent	flsReconstructOK
fBranch	fMaxADC	flsCut
fNbranch	fMaxScaler	flsBitPattern
fDataCuts	fScalerIndex	flsRateMonitor
fHistCuts	fScalerCurr	flsEndOfFile
fMiscCuts	fScalerAcc	flsFinish
fCompoundCut	fNPeriod	flsSaveEvent
fRateMonitor	fMaxPeriod	kValidChild
fBitPattern	fPeriodCmd	fglsA
fPatternHits	fEndOfFileCmd	
fNPatternHits	fFinishCmd	
@ ~TA2DataManager		
PostInit	InitSaveTree	GetRateMonitor
GetN2V	SaveEvent	GetBitPattern
GetVarType	SaveEvent	GetPatternHits
IsInt	CloseEvent	GetNPatternHits
CreateChild	GetChildType	GetTreeFile
LoadVariable	GetChild	GetTree
ParseCut	GetGrandChild	GetNPeriod
ResetCut	GetParent	GetMaxPeriod
PostInitialise	GetChildren	GetPeriodCmd
AddChild	GetDataCuts	GetEndOfFileCmd
AddChild	GetHistCuts	GetFinishCmd
Decode	GetMiscCuts	IsRawDecode
DecodeSaved	GetADC	IsDecode
Reconstruct	GetADCdefined	IsReconstruct
Cleanup	GetScaler	IsRawDecodeOK
UpdatePeriod	GetScalerSum	IsDecodeOK
Periodic	GetEvent	IsReconstructOK
ParsePeriod	GetEvent	IsBitPattern
ParseEndOfFile	GetMaxADC	IsRateMonitor
ParseFinish	GetMaxScaler	IsEndOfFile
SetEndOfFile	GetScalerIndex	IsFinish
SetFinish	GetScalerCurr	IsSaveEvent
EndFile	GetScalerAcc	Class
Finish	GetScalerError	Class_Name
MacroExe	GetMulti	IsA
SetSaveEvent	GetMulti	ShowMembers

TA2HistManager
<a href="#">fHistList</a>
<a href="#">f1Dhist</a>
<a href="#">f2Dhist</a>
<a href="#">f3Dhist</a>
<a href="#">fN1Dhist</a>
<a href="#">fN2Dhist</a>
<a href="#">fN3Dhist</a>
<a href="#">flsDisplay</a>
<a href="#">fglsA</a>
@ ~TA2HistManager
<a href="#">Decode</a>
<a href="#">DecodeSaved</a>
<a href="#">Reconstruct</a>
<a href="#">SetConfig</a>
<a href="#">ParseDisplay</a>
<a href="#">ReadChanLim</a>
<a href="#">FillHist</a>
<a href="#">FillAllHist</a>
<a href="#">Hist</a>
<a href="#">ZeroHist</a>
<a href="#">ZeroAll</a>
<a href="#">SaveHist</a>
<a href="#">ListHist</a>
<a href="#">H2D</a>
<a href="#">IsDisplay</a>
<a href="#">GetN1Dhist</a>
<a href="#">GetN2Dhist</a>
<a href="#">GetN3Dhist</a>
<a href="#">Get1Dhist</a>
<a href="#">Get2Dhist</a>
<a href="#">Get3Dhist</a>
<a href="#">Class</a>
<a href="#">Class_Name</a>
<a href="#">IsA</a>
<a href="#">ShowMembers</a>

TA2Detector		
fElement	fHitsM	fNelement
fEnergy	fRawTimeHits	fNelem
fEnergyOR	fRawEnergyHits	fMaxHits
fTime	fDetectorComm	flsECalib
fTimeM	fDetectorHist	flsScaler
fTimeOR	fTotalEnergy	flsEnergy
fTimeORM	fEnergyScale	flsTime
fPosition	fTimeOffset	flsPos
fMeanPos	fNhits	flsRawHits
fShiftOp	fNhitsM	fglsA
fShiftValue	fNADChits	
fNShiftOp	fNTDChits	
fHits	fNMultihit	
@ ~TA2Detector		
GetEnergyOR	GetTimeOffset	
GetEnergy	GetNhits	
GetTime	GetNhitsM	
GetTimeM	GetNADChits	
GetTimeOR	GetNTDChits	
GetTimeORM	GetNMultihit	
GetTime	GetNelement	
GetPosition	GetNelem	
GetPosition	GetMaxHits	
GetMeanPos	IsEcalib	
GetShiftOp	IsScaler	
GetShiftValue	IsEnergy	
GetNShiftOp	IsTime	
GetHits	IsPos	
GetHits	IsRawHits	
GetHitsM	Class	
GetRawTimeHits	Class_Name	
GetRawEnergyHits	IsA	
GetTotalEnergy	ShowMembers	
GetEnergyScale		

TA2FPMicro
fFPhits
fNFPhits
fNFPelem
fglsA
@~TA2FPMicro
TA2FPMicro
PostInit
ParseDisplay
Decode
Cleanup
SaveDecoded
ReadDecoded
LoadVariable
GetFPhits
GetNFPhits
GetNFPelem
Class
Class_Name
IsA
ShowMembers
Streamer