

TObject		
fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fglsA
fgDtorOnly	kBitMask	
fgObjectStat	kSingleKey	
kIsOnHeap	kOverwrite	
@~TObject	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[@]
AppendPad	InheritsFrom	SetBit
Browse	Inspect	SetBit
ClassName	IsFolder	ResetBit
Clear	IsEqual	TestBit
Clone	IsSortable	TestBits
Compare	IsOnHeap	InvertBit
Copy	IsZombie	Info
Delete	Notify	Warning
DistancetoPrimitive	Is	Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRemove	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@[@]	

Hit	
channel	time3
TDC	width3
nHits	time4
time1	width4
width1	fglsA
time2	
width2	
@~Hit	getTime3
Hit	getWidth3
Hit	getTime4
setChannel	getWidth4
setTDC	getTime
setNHits	getWidth
setTime1	getTimeAndWidth
setWidth1	setModule
setTime2	setMult
setWidth2	setAddress
setTime3	fillTimeAndWidth
setWidth3	fill_lead
setTime4	fill_trail
setWidth4	clear
getChannel	Class
getTDC	Class_Name
getNHits	IsA
getTime1	ShowMembers
getWidth1	Streamer
getTime2	StreamerNVirtual
getWidth2	