

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	

TPartSieveHists	
fControl	SMassPos
fS	SMassNeg
fCT	SElec_mom
fCuts	SElec_Q2W
fH	SElec_Q2Lc
fHP	SElec_ec_u
APartCount	SElec_ec_v
AMassPos	SElec_ec_w
AMassNeg	SElec_ec_xy
AElec_mom	SElec_ec_etot
AElec_Q2W	SElec_ec_eio
AElec_Q2Lc	SElec_cc
AElec_ec_u	SBetaPPos
AElec_ec_v	SBetaPNeg
AElec_ec_w	ABetaPIdx
AElec_ec_xy	ADeltatPIdx
AElec_ec_etot	SBetaPIdx
AElec_ec_eio	SDeltatPIdx
AElec_cc	ASCBetaP
ABetaPPos	ASCDeltatP
ABetaPNeg	fgIsA
SPartCount	
@~TPartSieveHists	Fill
TPartSieveHists	GetBetaP
TPartSieveHists	Class
Initialize	Class_Name
InitHists	IsA
DeleteHists	ShowMembers
ClearHists	
Write	