

TObject		
fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fgIsA
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
DistancetoPrimitives		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@[[@]	

TNamed
fName
fTitle
fgIsA
@~TNamed
TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

HCut
fNCheck
fNGood
fgIsA
@~HCut
HCut
HCut
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

HCutLeptonId	
kFlagTofinoTof	fMaxThetaDiff
fnTofinoTof	kFlagPhiDiff
fMinTofinoTof	fnPhiDiff
fMaxTofinoTof	fMinPhiDiff
fnTofTof	fMaxPhiDiff
fnTofTof	kFlagRingPatMat
fMinTofTof	fnRingPatMat
fMaxTofTof	fMinRingPatMat
kFlagShowerSum	fMaxRingPatMat
fnShowerSum	kFlagRingHouTra
fShowerSum10	fnRingHouTra
fShowerSum20	fMinRingHouTra
kFlagThetaDiff	fMaxRingHouTra
fnThetaDiff	fgIsA
fMinThetaDiff	
@~HCutLeptonId	setShowerSum
HCutLeptonId	setShowerSum
HCutLeptonId	setRingPatMat
printCutList	setRingPatMat
reset	setRingHouTra
setStandardCuts	setRingHouTra
check	Class
check	Class_Name
setTofinoTof	IsA
setTofTof	ShowMembers
setThetaDiff	Streamer
setThetaDiff	StreamerNVirtual
setPhiDiff	
setPhiDiff	