

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
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@[@]	

HEventHeader	
fEventSize	fVertex
fEventDecoding	downscaling
fId	downscalingFlag
fEventSeqNumber	triggerDecision
fDate	timelnSpill
fTime	fVersion
fEventRunNumber	fgIsA
fEventPad	
fTBit	
@~HEventHeader	IsTBit
HEventHeader	setDownscaling
setEventSize	setDownscalingFlag
setEventDecoding	setTriggerDecision
setId	setMuEmuTriggerDecision
setEventSeqNumber	getDownscaling
setDate	getDownscalingFlag
setTime	getTriggerDecision
setEventRunNumber	getMuEmuTriggerDecision
setEventPad	setTimelnSpill
getErrorBit	getTimelnSpill
getEventSize	setVersion
getEventDecoding	getVersion
getId	isOldDAQ
getEventSeqNumber	isNewDAQ
getDate	Class
getTime	Class_Name
getEventRunNumber	IsA
getEventPad	ShowMembers
getVertex	Streamer
getVertexZ	StreamerNVirtual
setTBit	
getTBit	