

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@[@]	

HKickCandidate	
fSector	fKickDist
fP	fFlag
fPolarity	fTof
fErrP	fEloss
fPTof	fSystem
fPTofErr	beta
fAssigned	fMETAdir
fMass	fCIAccept
fX	fMETAoverlap
fY	fShowerHit
fZ	fOuterHit
fXPull	fInnerHit
fPID	fgIsA
fDenomin	
fDist	
@~HKickCandidate	isMETAoverlap
HKickCandidate	getSector
HKickCandidate	getFlag
setOuterHit	setFlag
setInnerHit	setPID
getInnerHit	setPTof
getOuterHit	setPTofErr
getBeta	setMomentum
setBeta	setPolarity
getTof	setMomentumError
setTof	markAssigned
getMetaEloss	unmarkCIAccept
setMetaEloss	markMETAoverlap
getSystem	setMass
setSystem	setSector
getMomentum	setPosition1
getPolarity	getPosition1
getMomentumError	getPosition1
getPTof	setXPull
getPTofErr	setDenominator
getMass	setDist
getPos1X	setMETAdir
getPos1Y	setKickDist
getPos1Z	setShowerHit
getDist	getShowerHit
getKickDist	Class
getXPull	Class_Name
getDenominator	IsA
getPID	ShowMembers
getMETAdir	Streamer
isAssigned	
isCIAccepted	