

HTask	HReconstructor	HKickTask	HKickResolution
<b>owner</b> <b>manual</b> <b>isInitialised</b> <b>isConnected</b> <b>isTimed</b> <b>fglxA</b>  <b>@~HTask</b> <b>connectTask</b> <b>next</b> <b>getTask</b> <b>init</b> <b>reinit</b> <b>finalize</b> <b>getConnections</b> <b>getComposite</b> <b>getOwner</b> <b>setOwner</b> <b>setConnections</b> <b>setManual</b> <b>isTimed</b> <b>resetTimer</b> <b>printTimer</b> <b>Class</b> <b>Class_Name</b> <b>IsA</b> <b>ShowMembers</b> <b>Streamer</b>	<b>fHistograms</b> <b>fActive</b> <b>fOutputs</b> <b>fTimer</b> <b>fglxA</b>  <b>@~HReconstructor</b> <b>execute</b> <b>next</b> <b>getTask</b> <b>connectTask</b> <b>getTable</b> <b>getConnections</b> <b>getComposite</b> <b>setActive</b> <b>IsFolder</b> <b>Browse</b> <b>isTimed</b> <b>resetTimer</b> <b>printTimer</b> <b>Class</b> <b>Class_Name</b> <b>IsA</b> <b>ShowMembers</b>	<b>fglxA</b>  <b>@~HKickTask</b> <b>setKickParInput</b> <b>setKickParLo</b> <b>setKickParOutput</b> <b>Class</b> <b>Class_Name</b> <b>IsA</b> <b>ShowMembers</b>	<b>fEvCounter</b> <b>fData</b> <b>fControl</b> <b>fFitter</b> <b>fKickPlane</b> <b>fInput</b> <b>fTofInput</b> <b>fKine</b> <b>fGeometry</b> <b>fTofGeometry</b> <b>filter</b> <b>fTofilter</b> <b>fUsingTofResol</b> <b>fUsingMdcResol</b> <b>fglxA</b>  <b>@~HKickResolution</b> <b>initVars</b> <b>transform</b> <b>transform</b> <b>init</b> <b>finalize</b> <b>setUsingTofResolution</b> <b>usingTofResolution</b> <b>setUsingMdcResolution</b> <b>usingMdcResolution</b> <b>Class</b> <b>Class_Name</b> <b>IsA</b> <b>ShowMembers</b>