

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@[@]	

HBaseTrack	
z	polarity
r	sector
theta	cov
phi	metaEloss
tofHitInd	tarDist
showerHitInd	tofdist
p	qIOMatch
beta	fgIsA
mass2	
tof	
@~HBaseTrack	getErrTheta
HBaseTrack	getPhi
HBaseTrack	getErrPhi
setIOMatching	isOverlap
setZ	getMetaHitInd
setR	getSystem
setP	getShowerHitInd
setTheta	getTofHitInd
setPhi	getP
setTofHitInd	getErrP
setShowerHitInd	getMass2
setMetaHitInd	getErrMass2
setMass2	getTof
setTof	getPolarity
setPolarity	getSector
setSector	getBeta
setBeta	getMetaEloss
setMetaEloss	getTofFlag
setTofFlag	getCovariance
setTarDist	getTarDist
setTofDist	getTofDist
getIOMatch	Class
getIOMatching	Class_Name
getZ	IsA
getErrZ	ShowMembers
getR	Streamer
getErrR	
getTheta	

HKickTrackB
quality
pTof
errPTof
pid
pull
outerHitId
showerSum10
showerSum20
flag
segmentId
fgIsA
@~HKickTrackB
HKickTrackB
HKickTrackB
setSegment
setQuality
setPTof
setErrPTof
setPID
setPull
setFlag
setOuterHitId
setShowerSum10
setShowerSum20
getSegment
getQuality
getPTof
getErrPTof
getPID
getPull
getOuterHitId
getShowerSum10
getShowerSum20
getFlag
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual