

TObject		
fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fglsA
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@[[@]	

HMUDData	
muLength	secHitPatternShower
version	secHitPatternTof
triggerCode	nLeptons
nHitsRich	nDiLeptons
nHitsShower	fTriggerCodeFirstFormat
nHitsTof	eventhead
scalers[20]	fglsA
secHitPatternRich	
@~HMUDData	setTriggerCodeFirstFormat
HMUDData	setVersion
decode	setTriggerCode
clear	setNHitsRich
setMULength	setNHitsShower
getMULength	setNHitsTof
isTriggerCodeFirstFormat	setSecHitPatternRich
getTriggerCodeFirstFormat	setSecHitPatternShower
getVersion	setSecHitPatternTof
getTriggerCode	setNLeptons
getNHitsRich	setNDiLeptons
getNHitsShower	Class
getNHitsTof	Class_Name
getSecHitPatternRich	IsA
getSecHitPatternShower	ShowMembers
getSecHitPatternTof	Streamer
getNLeptons	StreamerNVirtual
getNDiLeptons	