

TNamed
fName
fTitle
fglsA
@~TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

HParSet
detName[10]
versions[3]
status
changed
paramContext
author
description
fglsA
@~HParSet
HParSet
init
init
init
write
write
clear
print
getDetectorName
resetInputVersions
setInputVersion
getInputVersion
setStatic
isStatic
setChanged
hasChanged
setParamContext
getParamContext
setAuthor
getAuthor
setDescription
getDescription
copyComment
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

HParCond
fglsA
@~HParCond
putParams
getParams
printParams
Class
Class_Name
IsA
ShowMembers
Streamer

HPairCutPar	
fPairOpeningAngle	nBitFieldFlags
fPairDist	nBitFieldPassedCuts
fZRichExit	nBitFieldRecursiveFlags
fZRichBulb	NOCUT
fZTargetShift	DIRECTCUT
fRFlanch	OPANG
fXBeamCenter	DOUBLEHIT
fYBeamCenter	DIST
fBeamRadius	VERTEX
nPairOpeningAngleFlag	OPANGDOUBLEHIT
nDoubleDetectorHitFlag	IsInit
nPairDistFlag	pActiveCutNames
nPairVertexFlag	pArrCutPairs
nPairOpeningAngleRecFlag	Class
nDoubleDetectorHitRecFlag	Class_Name
@~HPairCutPar	checkRecursive
HPairCutPar	checkRecursive
init	checkOpeningAngle
finalizeInit	checkCommonDetectorHit
write	checkPairDist
putParams	checkPairVertex
getParams	getInitFlag
clear	compareParticleIndicesWithL
printParam	Class
check	Class_Name
getBitFieldPassedFlags	IsA
getBitFieldFlags	ShowMembers
getBitFieldRecursiveFlags	Streamer
getActiveCutList	StreamerNVirtual
getNbActiveCuts	