

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@[@]	

HShowerPID	
fglsA	m_nSector
m_fX	m_nModule
m_fY	m_nRow
m_fZ	m_nCol
m_fRad	m_fCharge
m_fPhi	m_nAddress
m_fTheta	
m_fShower	
@~HShowerPID	setRow
HShowerPID	setCol
HShowerPID	setXYZ
clear	setSphereCoord
getAddress	setCharge
getSector	setShower
getModule	IsSortable
getRow	Compare
getCol	Class
getXYZ	Class_Name
getSphereCoord	IsA
getCharge	ShowMembers
getShower	Streamer
setAddress	StreamerNVirtual
setSector	calcAddress
setModule	

HShowerPIDTrack
nTrack
fglsA
@~HShowerPIDTrack
HShowerPIDTrack
clear
setTrack
getTrack
IsSortable
Compare
operator=
operator=
Class
Class_Name
IsA
ShowMembers
Streamer