

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@[[@]	

HTofCalParCell	
leftK	gainAsym
rightK	edepK
vGroup	twC1
posK	twC2
timK	twC3
pedestalL	fgIsA
pedestalR	
attLen	
@~HTofCalParCell	setPosK
HTofCalParCell	setTimK
getLeftK	setPedestalL
getRightK	setPedestalR
getVGroup	setAttLen
getPosK	setGainAsym
getTimK	setEdepK
getPedestalL	setTimeWalkC1
getPedestalR	setTimeWalkC2
getAttLen	setTimeWalkC3
getGainAsym	setDefaults
getEdepK	Class
getTimeWalkC1	Class_Name
getTimeWalkC2	IsA
getTimeWalkC3	ShowMembers
fill	Streamer
setLeftK	StreamerNVirtual
setRightK	
setVGroup	