

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@[@]	

HTofDigiParCell	
halfLen	thrLeftCFD
angleRef	thrRightCFD
attenLen	thrLeftADC
groupVel	thrRightADC
slopeLeftTDC	fgIsA
slopeRightTDC	
@~HTofDigiParCell	setGroupVel
HTofDigiParCell	setLeftTDCSlope
getHalfLen	setRightTDCSlope
getAngleRef	setLeftCFDThreshold
getAttenLen	setRightCFDThreshold
getGroupVel	setLeftADCThreshold
getLeftTDCSlope	setRightADCThreshold
getRightTDCSlope	setDefault
getLeftCFDThreshold	clear
getRightCFDThreshold	Class
getLeftADCThreshold	Class_Name
getRightADCThreshold	IsA
fill	ShowMembers
setHalfLen	Streamer
setAngleRef	StreamerNVirtual
setAttenLen	