

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@[@]	

HTofHit	
index	dist
tof	theta
xpos	phi
xposAdc	sector
edep	module
lAmp	cell
rAmp	flagAdc
xlab	fgIsA
ylab	
zlab	
@~HTofHit	setXpos
HTofHit	setXposAdc
getIndex	setEdep
getSector	setLeftAmp
getModule	setRightAmp
getCell	setXYZLab
getTof	setDistance
getXpos	setTheta
getXposAdc	setPhi
getEdep	setAdcFlag
getLeftAmp	setValues
getRightAmp	operator@<
getXYZLab	operator@>
getDistance	operator@!=
getTheta	operator=
getPhi	Class
getAdcFlag	Class_Name
setIndex	IsA
setSector	ShowMembers
setModule	Streamer
setCell	
setTof	

HTofHitSim
nTrack1
nTrack2
fgIsA
@~HTofHitSim
HTofHitSim
clear
setNTrack1
setNTrack2
setLeftNTrack
setRightNTrack
getNTrack1
getNTrack2
getLeftNTrack
getRightNTrack
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual