

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@[[@]	

HTrackInfo	
parId[5]	isConvLep[5]
trackNr[5]	richWeight[5]
creald[5]	mdcWeight[5]
creaNb[5]	iMatchedRM[5]
mech[5]	iMatchedRT_S[5]
med[5]	iMatchedMT_S[5]
vertx[5]	iMatchedRMT_S[5]
verty[5]	numPhot[5]
vertz[5]	isGCLepInMDC[5]
totMom[5]	fglsA
isPi0Dalitz[5]	
@~HTrackInfo	getGCLepInMDC
HTrackInfo	setNumPhot
HTrackInfo	setGCLepInMDC
operator=	setParId
dumpToStdout	setTrkNb
reset	setMech
getPartNr	setMed
calcCorrCode	setVertx
getParId	setVerty
getTrkNb	setVertz
getMech	setCreatorTrkNb
getMed	setCreatorId
getVertx	setTotMom
getVerty	setRichWeight
getVertz	setMdcWeight
getCreaTrkNb	setPi0Dalitz
getCreald	setConvLep
getTotMom	setMatchedRM
getRichWeight	setMatchedRT_S
getMdcWeight	setMatchedMT_S
getPi0Dalitz	setMatchedRMT_S
getConvLep	Class
getMatchedRM	Class_Name
getMatchedRT_S	IsA
getMatchedMT_S	ShowMembers
getMatchedRMT_S	
getNumPhot	