

TObject

fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	

@~TObject	GetObjectInfo	operator new@[@]
MakeZombie	GetTitle	operator delete
DoError	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
TObject	InheritsFrom	operator delete@[@]
operator=	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistancetoPrimitive	Paint	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRemove	GetDtorOnly
Execute	SaveAs	SetDtorOnly
Execute	SavePrimitive	GetObjectStat
ExecuteEvent	SetDrawOption	SetObjectStat
FindObject	SetUniqueID	Class
FindObject	UseCurrentStyle	Class_Name
GetDrawOption	Write	IsA
GetUniqueID	Write	ShowMembers
GetName	operator new	
GetIconName	operator new@[@]	
GetOption	operator new	

THaScintHit

fScBar	fHitTOF
fPlaneNum	fTdiff
fBarNum	fHitEdep
fBarNum_nd	fOrder
fHitXPos	fClusterNum
fHitYPos	fgIsA
fHitZPos	

@~THaScintHit	SetBarNum_nd
THaScintHit	SetYHitPos
THaScintHit	SetHitTOF
THaScintHit	SetHitEdep
THaScintHit	SetHitTdiff
GetScintBar	SetHitOrder
GetPlaneNum	SetClusterNum
GetBarNum	AddEnergy
GetBarNum_nd	CopyScintHit
GetHitXPos	Clear
GetHitYPos	IsSortable
GetHitZPos	Compare
GetHitTOF	Class
GetHitEdep	Class_Name
GetHitTdiff	IsA
GetOrder	ShowMembers
GetClusterNum	Streamer
SetScintBar	StreamerNVirtual
SetPlaneNum	
SetBarNum	