

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	GetObjectStat
FindObject	SetUniqueID	Class
FindObject	UseCurrentStyle	Class_Name
GetDrawOption	Write	IsA
GetUniqueID	Write	ShowMembers
GetName	operator new	
GetIconName	operator new@[@]	
GetOption	operator new	

TreeSearch::FitCoord

fHit
 fRoad
 fPos
 fTrackPos
 fTrackSlope
 f3DTrkPos
 f3DTrkSlope
 fFitRank
 fgIsA

@~FitCoord
 FitCoord
 FitCoord
 GetChi2
 GetHit
 GetRoad
 GetPos
 GetDriftTime
 GetDriftDist
 GetTrackPos
 GetTrackSlope
 GetTrackDist
 GetResidual
 Get3DTrkPos
 Get3DTrkSlope
 Get3DTrkDist
 Get3DTrkResid
 GetWireNum
 Class
 Class_Name
 IsA
 ShowMembers
 Streamer
 StreamerNVirtual