

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

T49HbtFitBase	
mMinuit	countMinuitCalls
mInternalArraySize	mNumerator
mRatioInternalArray	mDenominator
mNumeratorInternalArray	mRatio
mDenominatorInternalArray	mMeanQinv3dHistogram
mErrorInternalArray	mCenterOfGravityInQX
mVariablePositionArray	mCenterOfGravityInQY
mFixNormalization	mCenterOfGravityInQZ
mSphereLimit	mThresholdNumerator
mCore	mThresholdDenominator
unCorrectedBackground	mc
mPurity	mhc2
mMomentumRes	fgIsA
fCoulombFit	
mCoulombCalculator	
@~T49HbtFitBase	SetHistos
FillInternalArrays	SetCentersOfGravity
SetCoulombCalculator	getMinuit
SetCoulombFitFunction	SetSphereLimit
doFit	GetSphereLimit
mfcn	SetUnfittedCore
TheoreticalValue	GetUnfittedCore
InitMinuit	Bin1ToBin3
Numerator	Lnfactorial
Denominator	Class
Ratio	Class_Name
SetThresholdNumerator	IsA
SetThresholdDenominator	ShowMembers
ThresholdNumerator	Streamer
ThresholdDenominator	

T49HbtFit_BP_LS_MML
fgIsA
@~T49HbtFit_BP_LS_MML
T49HbtFit_BP_LS_MML
InitMinuit
mfcn
TheoreticalValue
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual