

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@[@]	

TRootDS	
fnfileId	fCheckV0
fDSpackLocal	fFullSecondary
fDSpackInitialized	fSkipRun[50]
fDSpackOk	fSkipEvt[50]
fRFIO	fSkipCnt[50]
fNumTracks	fSkipFound
fNumSecTracks	fVerbose
fNumSecVertices	fnfile
fFillPrimary	fOutfile
fFillSecondary	fRootFile
fFillXis	fEvent
fNormalizedDedx	fTree
fUseMTPCPoints	fgIsA
fUseEmptyADC	
@~TRootDS	CheckXi
TRootDS	SetFillPrimary
InitDS	SetFillSecondary
IdsgetDS	SetFillXis
OpenDS	SetFullSecondary
CloseDS	SetNormalizedDedx
Close	SetUseMTPCPoints
ReadEventDS	SetUseEmptyADC
ReadEventT49	SetCheckV0
DS2Tree	SetRFIO
DS2Tree	SetVerbose
CreateTree	SetSkipEvents
FillEvent	GetDSpackOk
FillTrack	GetDSFlag
FillSecTrack	GetDSpackInitialized
FillVertex	GetEvent
FillSecVertex	Class
FillXiVertex	Class_Name
FillMonitor	IsA
FillRing	ShowMembers
FillBeam	Streamer
FillVeto	StreamerNVirtual
CheckV0	