

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@[@]	

EAnimator

fTimer
 fNumFrames
 fFrame
 fglsA

@~EAnimator
 EAnimator
 Play
 Stop
 Rewind
 Animate
 NextFrame
 IsEnded
 GetTimer
 GetFrame
 GetNumFrames
 Class
 Class_Name
 IsA
 ShowMembers
 Streamer
 StreamerNVirtual

EShowerHistoPainter

fHistos
 fShower
 fTimeBins
 fAltBins
 fNeMax
 fAgeMax
 fDepthMax
 fglsA

@~EShowerHistoPainter
 EShowerHistoPainter
 Draw
 Build
 NextFrame
 GetTimeHisto
 GetAltHisto
 GetListOfHistos
 UpdateHistos
 Class
 Class_Name
 IsA
 ShowMembers
 Streamer
 StreamerNVirtual