

TObject		
fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fgIsA
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@[@]	

OAPxPlayer	
fTree	fNSigma
fBunch	fFitThreshold
fNumPixels	fNBins
fTheta	fNBinsFit
fThetaRMS	fh1DistTheta
fPhi	fh1DistPhi
fPhiRMS	fh1FitTheta
fBufferSize	fh1FitPhi
fMaxSize	fh2DistXY
fThetaFOVBuffer	fgIsA
fPhiFOVBuffer	
fFirst	
@~OAPxPlayer	GetFitThreshold
OAPxPlayer	SetNSigma
MakeMap	SetFitThreshold
ExportMap	DrawHisto
LoadBuffer	Init
ClearBuffers	UidToIndex
OldFit	Class
Fit	Class_Name
DrawChannel	IsA
LoadChannel	ShowMembers
GetBufferSize	Streamer
GetBufferSize	StreamerNVirtual
GetNSigma	
GetFirst	