

**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@[@]	

**EDetectorHistoPainter**

fgIsA  
 fNumGtus  
 fFirstGtu  
 fLastGtu  
 fGtuLength  
 fHistos  
 fDetector  
 fRunPars

@~EDetectorHistoPainter  
 EDetectorHistoPainter  
 EDetectorHistoPainter  
 Clear  
 Build  
 GetListOfHistos  
 SetDetector  
 SetRunPars  
 DoGtuPhotonsHisto  
 DoGtuPhotonsHisto2  
 DoPhiCosThetaHisto  
 DoXYHisto  
 DoWavelengthXYHisto  
 GetGtuHisto  
 Class  
 Class\_Name  
 IsA  
 ShowMembers  
 Streamer  
 StreamerNVirtual