

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@[@]	

EORHeader

fBinsTheta	fLambdaIndexMin
fBinsLambda	fLambdaIndexMax
fPsfBins	fDiscRadius
fNrays	fEusoRadius
fThetaMin	fRmax
fThetaMax	fTriggDiam
fLambdaMin	fOpticsName
fLambdaMax	fIdealSurfaceName
fThetaIndexMin	fgIsA
fThetaIndexMax	
@~EORHeader	GetNrays
EORHeader	GetThetaMin
SetBins	GetThetaMax
SetPsfBins	GetLambdaMin
SetNrays	GetLambdaMax
SetThetaMin	GetThetaIndexMin
SetThetaMax	GetThetaIndexMax
SetLambdaMin	GetLambdaIndexMin
SetLambdaMax	GetLambdaIndexMax
SetThetaIndexMin	GetDiscRadius
SetThetaIndexMax	GetEusoRadius
SetLambdaIndexMin	GetRmax
SetLambdaIndexMax	GetTriggDiam
SetDiscRadius	GetOpticsName
SetEusoRadius	GetIdealSurfaceName
SetRmax	Class
SetTriggDiam	Class_Name
SetOpticsName	IsA
SetIdealSurfaceName	ShowMembers
GetBinsTheta	Streamer
GetBinsLambda	StreamerNVirtual
GetPsfBins	