

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@[@]	

RecoTrackDirection2

fQuality	fPhiAA1
fTheta	fPhiAA2
fPhi	fPhiNE1
fErrorTheta	fPhiNE2
fErrorPhi	fPhiAE1
fErrorDirection	fErrorDirectionAA1
fErrorTDP	fErrorDirectionAA2
fThetaAA1	fErrorDirectionNE1
fThetaAA2	fErrorDirectionNE2
fThetaNE1	fErrorDirectionAE1
fThetaNE2	fgIsA
fThetaAE1	
@~RecoTrackDirection2	SetErrorDirection
RecoTrackDirection2	SetErrorTDP
RecoTrackDirection2	GetQuality
Copy	GetTheta
Clear	GetPhi
SetAA1	GetErrorTheta
SetAA2	GetErrorPhi
SetNE1	GetErrorDirection
SetNE2	GetErrorTDP
SetAE1	Class
SetQuality	Class_Name
SetTheta	IsA
SetErrorTheta	ShowMembers
SetPhi	Streamer
SetErrorPhi	