

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@[@]	

T49XiFinder	
fNeutralInputArray	fPtMaxCut
fChargedInputArray	fPtotMaxCut
fXiArray	fXtargCut
fNeutralDaughterArray	fYtargCut
fChargedDaughterArray	fV0MassMin
fTrkstepCharged	fV0MassMax
fTrkstepXi	fV0Zmin
fZtarget	fV0ArmPtMax
fZmin	fChargedXtargMin
fZstepsize	fChargedYtargMin
fDcaXcut	fChargedNPointMin
fDcaYcut	fVerbose
fDcaRcut	fgIsA
fSideCut	
fPtarmCut	
@~T49XiFinder	GetNeutralDaughters
T49XiFinder	GetChargedDaughters
InitGlobalParameter	GetNeutralInputArray
FindXis	GetChargedInputArray
SetTrkstepCharged	SetV0Zmin
SetTrkstepXi	SetVerbose
SetNeutralInput	Class
SetChargedInput	Class_Name
CreateNeutralInput	IsA
CreateChargedInput	ShowMembers
DeleteNeutralInput	Streamer
DeleteChargedInput	StreamerNVirtual
GetXis	