

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@[@]	

T49Run	
fVerbose	fRootFile
fFileName[256]	fTree
fHostName[256]	fEventBranch
fLocalHost	fMainVertexOnly
fRunType[256]	fSmallParticleOnly
fRunID	fV0ParticleOnly
fCurrentRunID	fRFIO
fRunNumber	fIOstat
fNumEvent	fgIsA
fMaxEvents	
fEventAddress	
@~T49Run	GetCurrentRunID
T49Run	GetRunNumber
Open	GetFile
Open	GetRunType
OpenNextRun	GetLocalHost
OpenNextRun	GetTree
OpenNextRunID	GetCurrentEvent
ListRuns	GetMainVertexOnly
Close	GetSmallParticleOnly
Reset	GetV0ParticleOnly
SetMaxEvents	GetRFIO
SetVerbose	GetIOstat
SetMainVertexOnly	ResetCurrentRunID
SetSmallParticleOnly	MainVertexOnly
SetV0ParticleOnly	SmallParticleOnly
SetRFIO	V0ParticleOnly
GetNextEvent	Class
GetNextEvent	Class_Name
GetNextEvent	IsA
GetNextEventID	ShowMembers
GetEvent	Streamer
GetMaxEvents	StreamerNVirtual
GetRunID	