

TObject

fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fglsA
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@[@]	

T49Container

fglsA	fMinPhi
fRootFile	fMaxPhi
fChargeAxis	fMinChargeBin
fPtotAxis	fMaxChargeBin
fPtAxis	fMinPtotBin
fPhiAxis	fMaxPtotBin
fInfoList	fMinPtBin
fHistList	fMaxPtBin
fBins[4]	fMinPhiBin
fNHistTot	fMaxPhiBin
fHistBins	fTPC
fHistHiBound	DummyIndex
fHistLoBound	fNpHistList
fMinCharge	fNPointFlag
fMaxCharge	fYPtBinning
fMinPtot	fRapMass
fMaxPtot	fNEvent
fMinPt	fPowSigScale
fMaxPt	
@~T49Container	GetProbability
T49Container	GetDeltaDedx
Init	GetProbabilityOld
StoreNPoint	GetDeltaDedxOld
GetTPC	IsIn
SetTPC	IsIn
SetNEvent	IndexIn
GetNEvent	IsInBin
SetPowSigScale	IsInBin
GetPowSigScale	Index2C3Mom
GetHist	C3Mom2Index
GetNpHist	Bin2ListNum
GetInfo	Class
GetPtotAxis	Class_Name
FillContainer	IsA
GetIndex	ShowMembers
GetIndex	Streamer
FindBin	StreamerNVirtual
FindPhase	