

Object		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~TObject	GetObjectInfo	operator new@[@]
MakeZombie	GetTitle	operator delete
DoError	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
TObject	InheritsFrom	operator delete@[@]
operator=	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistancetoPrimitive	Paint	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRemove	Obsolete
Execute	SaveAs	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@[@]	
GetOption	operator new	

TNamed	AliForward
fName	
fTitle	
fgIsA	
@~TNamed	
TNamed	
TNamed	
TNamed	
operator=	
Clear	
Clone	
Compare	
Copy	
FillBuffer	
GetName	
GetTitle	
Hash	
IsSortable	
SetName	
SetNameTitle	
SetTitle	
Is	
Print	
Sizeof	
Class	
Class_Name	
IsA	
ShowMembers	

AliForward	CreateResponse	Matrices::Bin
	fEtaLow	
	fEtaHigh	
	fHist	
	fHistMC	
	fAcceptance	
	fVtxZvsNdataBins	
	fResponseMatrix	
	fResponseMatrixPlus05	
	fResponseMatrixPlus075	
	fResponseMatrixPlus10	
	fResponseMatrixMinus05	
	fResponseMatrixMinus075	
	fResponseMatrixMinus10	
	fResponseMatrixMinusSys	
	fResponseMatrixPlusSys	
	fESDNSD	
	fMCNSD	
	fMCESDNSD	
	fTriggerBias	
	fgIsA	
	@~Bin	
	Bin	
	Bin	
	Bin	
	operator=	
	CreateOutputObjects	
	Process	
	Class	
	Class_Name	
	IsA	
	ShowMembers	