

TObject	
fUniquelD	kNoDeleted
fBits	kZombie
fDtorOnly	kBitMask
fObjectStat	kSingleKey
~TObject	GetOption
@-TObject	GetObjectInfo
MakeZombie	GetTitle
DoError	HandleTimer
TObject	Hash
TObject=	InheritFrom
operator=	InheritFrom
AppendPad	Inspect
Browse	IsFolder
ClassName	IsOlder
Clear	IsEqual
Clone	IsSortable
Compare	IsOnHeap
Copy	IsZombie
Delete	Notify
DeleteToPrimitive	Is
Draw	Paint
DrawClass	Pop
DrawClone	Print
Dump	Read
Execute	RecursiveRemove
Execute	SavePrimitive
ExecuteEvent	SetDrawOption
FindObject	SetUniquelD
FindObject	UseCurrentStyle
GetDrawOption	Write
GetUniquelD	operator new
GetName	operator new[@]
GetZombie	kWriteDelete
	fgIsA
	operator new[@]
	operator new[@@]
	operator delete
	operator delete[@]
	operator delete[@@]
	operator delete[@@]
	SetBit
	ResetBit
	TestBit
	TestBits
	InvertBit
	Info
	Warning
	Error
	SErrorr
	Fatal
	AbstractMethod
	MayNotUse
	GetDtorOnly
	SetDtorOnly
	GetObjectStat
	SetObjectStat
	Class
	Class_Name
	ISA
	ShowMembers

KanObj	
fgIsA	@-KanObj
Print	className
setReadID	layerNumber
setWriteID	status
transCache	resetSelf
syncSelf	flushSelf
flushSelf	fillSelfReadRefs
fillSelfReadRefs	fillSelfWriteRefs
fillSelfWriteRefs	fillSelfPointers
operator=	Class
Class_Name	Class_Name
ISA	ShowMembers

DashHil	
cache	@-DashHil
fgIsA	className
	layerNumber
	wireNumber
	status
	charge
	tdcTime
	tdcIndex
	operator=
	transient
	set
	access
	compare
	buildTransient
	loadFrom
	transCache
	Class
	Class_Name
	ISA
	ShowMembers

KanPersistable	
persStatus	@-KanPersistable
fgIsA	KanPersistable
print	className
sync	Class
resel	Class_Name
flush	ISA
fillReadRefs	ShowMembers
fillWriteRefs	
fillOwnPointers	
persStatus	
streamer:SetStatus	
setStatus:Flushed	
syncSelf	
reselSelf	
flushSelf	
fillSelfReadRefs	
fillSelfWriteRefs	
fillSelfPointers	
syncHook	
resetHook	
flushHook	
fillWriteRefHook	
fillReadRefHook	
fillPtrHook	
setReadID	
setWriteID	
kanPersistable	
operator=	
Class	
Class_Name	
ISA	
ShowMembers	

KanClass	
fgIsA	@-KanClass
IClass	className
operator=	operator=
Class	Class_Name
Class_Name	ISA
ISA	ShowMembers

KanPersistentRefOwner	
nRef	@-KanObj
fgIsA	Print

KanClass	
fgIsA	@-KanClass
IClass	className
operator=	operator=
Class	Class_Name
Class_Name	ISA
ISA	ShowMembers