

TObject		
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	GetDtorOnly
Execute	SaveAs	SetDtorOnly
Execute	SavePrimitive	GetObjectStat
ExecuteEvent	SetDrawOption	SetObjectStat
FindObject	SetUniqueID	Class
FindObject	UseCurrentStyle	Class_Name
GetDrawOption	Write	IsA
GetUniqueID	Write	ShowMembers
GetName	operator new	
GetIconName	operator new@[@]	
GetOption	operator new	

TNamed
fName
fTitle
fgIsA
@~TNamed
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

ScanRoot	
mlo	mKeepLast
mDir	mMaxNpar
mHistLibrary	mNpar
mL2Library	mNparLast
mHistLoaded	mPar[8192]
mL2Loaded	mParLast[8192]
mDebug	fillHistograms
mLog	l2trigger
mH1	fgIsA
mH2	
@~ScanRoot	debug
getROOTString	setNPar
setPath	setLog
findObject	setKeepLastEvent
zeroDir	getL2Lib
saveDir	getHistLib
prepareHistograms	getDir
ScanRoot	getIO
ScanRoot	getNPar
stat	getDebug
init	getParCurrent
finish	getParLast
cd	getNParCurrent
addHist	getNParLast
saveHist	addPar
loadHist	Class
unloadHist	Class_Name
loadL2	IsA
unloadL2	ShowMembers
zero	Streamer
zero	StreamerNVirtual
go	
process	