

TObject		
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	fUniqueID
kIsReferenced	kZombie	fBits
kHasUUID	kBitMask	
Streamer	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[[@]
@~TObject	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	
GetIconName	operator new@[[@]	

TNamed	Analysis::CalibrationDataInterfaceBase
fgIsA	kEta
fName	kAbsEta
fTitle	kPt
Streamer	m_calibrationEffNames
TNamed	m_calibrationSFNames
TNamed	m_taggerName
TNamed	m_operatingPoints
operator=	fgIsA
@~TNamed	CalibrationDataInterfaceBase
Clear	@~CalibrationDataInterfaceBase
Clone	EffCalibrationName
Compare	setEffCalibrationNames
Copy	SFCalibrationName
FillBuffer	setSFCalibrationNames
GetName	getContainername
GetTitle	getBasename
Hash	combinedUncertainty
IsSortable	Class
SetName	Class_Name
SetNameTitle	IsA
SetTitle	ShowMembers
Is	Streamer
Print	StreamerNVirtual
Sizeof	
Class	
Class_Name	
IsA	