

**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	

**THaRunParameters**

fBeamName	fTgtM
fBeamE	fTgtPol
fBeamP	fIsPol
fBeamM	fRunName
fBeamQ	fPrescale
fBeamdE	fgIsA
fBeamPol	
fTgtName	
@~THaRunParameters	IsPolarized
THaRunParameters	Print
THaRunParameters	ReadDatabase
operator=	SetBeam
Clear	SetTgtM
GetBeamName	SetPolarizations
GetBeamE	SetBeamName
GetBeamdE	SetTgtName
GetBeamM	SetRunName
GetBeamP	GetPrescales
GetBeamQ	Prescales
GetBeamPol	Class
GetTgtName	Class_Name
GetTgtM	IsA
GetTgtPol	ShowMembers
GetRunName	
IsFixedTarget	