

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@[@]	

TUnfold

kEConstraintNone	fAx
kEConstraintArea	fChi2A
kRegModeNone	fLXsquared
kRegModeSize	fRhoMax
kRegModeDerivative	fRhoAvg
kRegModeCurvature	fNdf
kRegModeMixed	fDXDAM[2]
kHistMapOutputHistogram	fDXDAZ[2]
kHistMapOutputVignoredBins	fDXDtauSquared
fgIsA	fEpsMatrix
fA	fX
fL	fVyyInv
fVyy	fVxx
fY	fVxxInv

Streamer	GetVyyInv	GetInput
InitTUnfold	GetX	GetRhoIJ
TUnfold	GetRowFromBin	GetEmatrix
DoUnfold	GetBinFromRow	GetRhoI
ClearResults	DeleteMatrix	GetLsquared
ClearHistogram	DeleteMatrix	GetNr
GetOutputBinName	AddRegularisationCondition	GetCondition
MultiplyMSparseMatrix	AddRegularisationCondition	GetInverseEma
MultiplyMSparseMatrix	GetTau	
MultiplyMSparseMatrix	GetRhoMax	
MultiplyMSparseMatrix	GetRhoAvg	
InvertMSparseSystem	GetBias	
AddMSparse	SetConstraint	GetChi2A
CreateSparseMatrix	RegularizeSize	GetLcurveX
GetNx	RegularizeDerivative	GetLcurveY
GetNy	RegularizeCurvature	GetNdf
ErrorMatrixToHistogram	RegularizeBins	GetNpar
GetRhoIFromMatrix	RegularizeBins2D	GetEpsMatrix
GetDXDY	DoUnfold	SetEpsMatrix
GetDXDAM	SetInput	Class
GetDXDAZ	DoUnfold	Class_Name
GetDXDtauSquared	GetLcurve	IsA
GetAx	GetProbabilityMatrix	ShowMembers
GetEinv	GetNormalisation	VectorNVirtual
GetE	GetOutput	
GetVxx	GetBias	
GetVxxInv	GetFoldedOutput	

TUnfoldSys

kSysErrModeMatrix	fBgrErrScaleIn
kSysErrModeShift	fDtau
kSysErrModeRelative	fData
fgIsA	fVyyData
fDAinRelSq	fEmatUncorrX
fDAinColRelSq	fEmatUncorrAx
fAoutside	fDeltaCorrX
fSysIn	fDeltaCorrAx
fBgrIn	fDeltaSysTau
fBgrErrUncorrInSq	

Streamer	SetInput
InitTUnfoldSys	GetDeltaSysBackgroundSc
TUnfoldSys	SetTauError
ClearResults	GetDeltaSysTau
PrepareSysError	GetEmatrixSysUncorr
PrepareUncorrEmat	GetEmatrixSysSource
PrepareCorrEmat	GetEmatrixSysBackground
ScaleColumnsByVector	GetEmatrixSysBackground
VectorMapToHistogram	GetEmatrixSysTau
GetEmatrixFromVector	GetEmatrixInput
DoBackgroundSubtraction	GetEmatrixTotal
GetSummedErrorMatrix	GetRhoI
GetSummedErrorMatrix	GetRhoI
TUnfoldSys	Class
@~TUnfoldSys	Class_Name
AddSysError	IsA
GetDeltaSysSource	ShowMembers
SubtractBackground	StreamerNVirtual
GetBackground	