

**TMVA::Node**

**fEvent**  
**fLeft**  
**fRight**  
**fParent**  
**fSelector**  
**fEventOwnership**  
**fglsA**

**@~Node**  
**Node**  
**Node**  
**GoesRight**  
**GoesLeft**  
**EqualsMe**  
**GetLeft**  
**GetRight**  
**GetParent**  
**SetLeft**  
**SetRight**  
**SetParent**  
**SetSelector**  
**SetSelector**  
**GetSelector**  
**SetData**  
**GetData**  
**CountMeAndAllDaughters**  
**Print**  
**PrintRec**  
**ReadRec**  
**GetEventOwnership**  
**SetEventOwnership**  
**Class**  
**Class\_Name**  
**IsA**  
**ShowMembers**  
**Streamer**  
**StreamerNVirtual**