Two outstanding issues regarding L3TmbObj remain

1. Size of L3TmbObj in the thumbnail. I expect it to add about 100 bytes/event, but it actually adds more than 300.

   One hypothesis, static data members, is ruled out.

2. L3Chunk is missing

- Links from filters to the physics objects that caused them to pass.
  - These links are necessary to identify which offline objects are do not have a trigger bias.
  - At least some of the filters already keep track of links (actually indices) to the objects that satisfy it.
  - We know how to modify L3Chunk and L3TmbObj to hold the links.
  - It remains to copy fill the links in L3Chunk.
- Tracks. If we keep them in the tmb, some new code will be needed to limit the number that are saved.