

TObject		
fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fgIsA
fgDtorOnly	kBitMask	
fgObjectStat	kSingleKey	
kIsOnHeap	kOverwrite	
@~TObject	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[[@]
AppendPad	InheritsFrom	SetBit
Browse	Inspect	SetBit
ClassName	IsFolder	ResetBit
Clear	IsEqual	TestBit
Clone	IsSortable	TestBits
Compare	IsOnHeap	InvertBit
Copy	IsZombie	Info
Delete	Notify	Warning
DistancetoPrimitives		Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRemove	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	ShowMembers
GetIconName	operator new@[[@]	

TNamed
fName
fTitle
fgIsA
@~TNamed
TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

HCut
fNCheck
fNGood
fgIsA
@~HCut
HCut
HCut
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

HCutParticle	
fPartCat	kFlagRapidity
iterPart	fnRapidity
fVerbose	fMinRapidity
fAcceptedParticles	fMaxRapidity
kFlagCharge	kFlagTheta
fnCharge	fnTheta
fCharge	fMinTheta
kFlagP	fMaxTheta
fnP	kFlagPhi
fMinP	fnPhi
fMaxP	fMinPhi
kFlagPt	fMaxPhi
fnPt	fgIsA
fMinPt	
fMaxPt	
@~HCutParticle	setPhi
HCutParticle	setRapidity
HCutParticle	setPCutOff
printCutList	setPtCutOff
reset	Class
setStandardCuts	Class_Name
check	IsA
getAcceptedParticles	ShowMembers
setCharge	Streamer
setP	StreamerNVirtual
setPt	
setTheta	