

TObject		
fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fglsA
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
DistancetoPrimitive		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@[@]	

TLorentzVector		
fP	kZ	fglsA
fE	kT	
kX	kNUM_COORDINATES	
kY	kSIZE	
@~TLorentzVector	GetXYZM	Mag2
TLorentzVector	SetPtEtaPhiM	M2
TLorentzVector	SetPtEtaPhiE	Mag
TLorentzVector	GetXYZT	M
TLorentzVector	GetXYZT	Mt2
TLorentzVector	operator()	Mt
X	operator@[@]	Beta
Y	operator()	Gamma
Z	operator@[@]	Dot
T	operator=	operator*
SetX	operator+	SetVectMag
SetY	operator+=	SetVectM
SetZ	operator-	Plus
SetT	operator-=	Minus
Px	operator-	BoostVector
Py	operator*	Boost
Pz	operator*=	Boost
P	operator==	Rapidity
E	operator@!=	Eta
Energy	Perp2	PseudoRapidity
SetPx	Pt	RotateX
SetPy	Perp	RotateY
SetPz	SetPerp	RotateZ
SetE	Perp2	RotateUz
Vect	Pt	Rotate
SetVect	Perp	operator*=-
Theta	Et2	Transform
CosTheta	Et	operator*=-
Phi	Et2	Transform
Rho	Et	Class
SetTheta	DeltaPhi	Class_Name
SetPhi	DeltaR	IsA
SetRho	DrEtaPhi	ShowMembers
SetPxPyPzE	EtaPhiVector	
SetXYZT	Angle	

HParticle	
fKickTrackCat	trackId
fRichHitCat	ringId
r	vertexId
z	cov
pid	fglsA
index	
@~HParticle	getZ
HParticle	setZ
HParticle	getIndex
HParticle	setIndex
HParticle	getTrackId
HParticle	setTrackId
HParticle	getRingId
Angle	setRingId
AngleD	getVertexId
P	setVertexId
getPid	Vect4
setPid	setVect4
setPid	operator=
getCharge	Class
getKickTrack	Class_Name
getRichHit	IsA
getR	ShowMembers
setR	

HParticleSrc
weight
trackNumber
fglsA
@~HParticleSrc
HParticleSrc
HParticleSrc
HParticleSrc
HParticleSrc
HParticleSrc
HParticleSrc
getTrackNumber
setTrackNumber
getWeight
setWeight
Vect4
setVect4
operator=
Class
Class_Name
IsA
ShowMembers