

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
DistancetoPrimitive	Is	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@[@]	

HLocatedDataObject
fgIsA
@~HLocatedDataObject
HLocatedDataObject
getNLocationIndex
getLocationIndex
getLocation
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

HRichCal
fEventNr
fCharge
fSector
fRow
fCol
fgIsA
@~HRichCal
HRichCal
HRichCal
clear
getCharge
addCharge
setCharge
getSector
getRow
getCol
getAddress
setSector
setRow
setCol
setEventNr
getEventNr
getNLocationIndex
getLocationIndex
IsSortable
Compare
dumpToStdout
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

HRichCalSim
nTrack1
nTrack2
fEnergy
fgIsA
@~HRichCalSim
HRichCalSim
clear
setNTrack1
setNTrack2
setEnergy
getNTrack1
getNTrack2
getEnergy
addEnergy
addHit
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual