

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	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@[[@]	

HRichHitIPU
iRingX
iRingY
iRingQuality
iVetoQuality
nPads
fTheta
fPhi
DataWord
nSector
fglsA
@~HRichHitIPU
HRichHitIPU
operator=
Reset
getX
getY
getQuality
getVetoQuality
getDataWord
getSector
getNPads
getTheta
getPhi
setX
setY
setDataWord
setSector
setQuality
setVetoQuality
setTheta
setPhi
setNPads
Class
Class_Name
IsA
ShowMembers
Streamer

HRichHitIPUSim
track1
track2
track3
weigTrack1
weigTrack2
weigTrack3
flag1
flag2
flag3
fglsA
@~HRichHitIPUSim
HRichHitIPUSim
operator=
operator=
getTrack1
getTrack2
getTrack3
getWeightTrack1
getWeightTrack2
getWeightTrack3
getFlag1
getFlag2
getFlag3
setTrack1
setTrack2
setTrack3
setFlag1
setFlag2
setFlag3
setWeightTrack1
setWeightTrack2
setWeightTrack3
Reset
Class
Class_Name
IsA
ShowMembers
Streamer