

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@[@]	

HRichLocal	
fRow	fLocalTheta
fCol	fLocalEnergy
fSector	fRing
fAddress	iFlag
fEventNr	iPadNr
fLocalEventNr	fgIsA
fLocalCharge	
fLocalPhi	
@~HRichLocal	setSector
HRichLocal	setAddress
clear	setEventNr
getRow	setLocalEventNr
getCol	setLocalCharge
getSector	setLocalTheta
getAddress	setLocalPhi
getEventNr	setLocalEnergy
getLocalEventNr	setRing
getLocalCharge	setPadNr
getLocalTheta	setFlagMax
getLocalPhi	Class
getLocalEnergy	Class_Name
getRing	IsA
getFlagMax	ShowMembers
getPadNr	Streamer
setRow	StreamerNVirtual
setCol	