

| 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@[@] |                     |

| HRichRingFindIPU   |                     |
|--------------------|---------------------|
| fRichIPUParPat     | lc                  |
| fRichIPUParThr     | label[96][96]       |
| fRichIPUParLmax    | centers[96][96]     |
| fRichSetup         | ringsum[96][96]     |
| pads[6][96][96]    | vetosum[96][96]     |
| Sector             | nPads[96][96]       |
| flag               | labelPattern[64][2] |
| label_size         | version             |
| iRingNr            | fgIsA               |
| pRings             |                     |
| lr                 |                     |
| @~HRichRingFindIPU | ZeroArray           |
| initParContainer   | FiredPad            |
| fillHit            | SetSector           |
| HRichRingFindIPU   | getRings            |
| init               | RingSearch          |
| HRichRingFindIPU   | MaxSearch           |
| operator=          | Class               |
| Execute            | Class_Name          |
| getLabelPattern    | IsA                 |
| setLabelPattern    | ShowMembers         |
| makeLabelPattern   |                     |
| checkParamContext  |                     |

| HRichRingFindIPUSim   |
|-----------------------|
| fgIsA                 |
| @~HRichRingFindIPUSim |
| LookForTrack          |
| fillHit               |
| HRichRingFindIPUSim   |
| init                  |
| HRichRingFindIPUSim   |
| operator=             |
| Execute               |
| Class                 |
| Class_Name            |
| IsA                   |
| ShowMembers           |