

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	