

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@[@]	

HRichUtilFunc	
fglsA	
@~HRichUtilFunc	getSecondPionDecayGamma
HRichUtilFunc	getSecondPionDalitzLepton
getGeantParticleInfo	isGammaFromPi0
getGeantParticleInfo	isGamma
calcParticleAnglesT	calcOpeningAngleVectors
calcParticleAnglesKine	getPionDalitzGamma
calcOpeningAngleT	getParID
calcOpeningAngleKine	getParentParID
openAngleDeg	getParentParID
calcInvMassKine	isGoodRing
saveHistos	isGoodTrack
saveCuts	makeMicroCanvas
dumpKine	rotateTrackToLab
dumpKickTrack	getDeflectionAngle
dumpCategory	getCategory
isPi0DalitzLep	getParamContainer
isPi0DalitzLep	Class
isPi0ConvLep	Class_Name
isPi0ConvLep	IsA
isLepOnMirror	ShowMembers
isLepOnMDC	Streamer
findParent	StreamerNVirtual
getKineObj	