

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@[@]	

HRtEfficiencyKit	
bnGeantMomentum	fMinValid
bnGeantTheta	fMaxValid
bnGeantPhi	fMatchedGood
bnValidity	fGeant
bnRecMomentum	fMatchedTotal
bnRecTheta	fEfficiency
bnRecPhi	fCorrection
stNtuple	fgIsA
isReconstructed	
@~HRtEfficiencyKit	processFile
plotEff	setMinValid
plotCor	setMaxValid
plotNoise	printReport
plotEff	plot
plotCor	plot
plotNoise	preRead
getAverageEfficiency	postRead
getEfficiency	Class
getAbsoluteEfficiency	Class_Name
getNoiseLevel	IsA
getAverageNoiseLevel	ShowMembers
getAbsoluteNoiseLevel	Streamer
setMatrixDimension	StreamerNVirtual
setPRange	HRtEfficiencyKit
setThetaRange	
setPhiRange	