

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@[@]	

HRTEfficiencyMatrix	
fSize	fBinSizeP
fValue	fMinTheta
fError	fMaxTheta
fBinsP	fBinSizeTheta
fBinsTheta	fMinPhi
fBinsPhi	fMaxPhi
fBinsTotal	fBinSizePhi
fMinP	fglsA
fMaxP	
@~HRTEfficiencyMatrix	getBinsTotal
HRTEfficiencyMatrix	getBinsTheta
HRTEfficiencyMatrix	getBinsPhi
setDimension	getBinsP
setPRange	getP
setThetaRange	getTheta
setPhiRange	getPhi
binContent	getBinP
bin	getBinTheta
lastBin	getBinPhi
errBinContent	getMinP
errBin	getMaxP
errLastBin	getMinTheta
multiply	getMaxTheta
add	getMinPhi
computePoissonErrors	getMaxPhi
divide	Class
multiply	Class_Name
isCompatible	IsA
zero	ShowMembers
sum	Streamer
integral	