

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@[[@]	

HRTMetaTrack	
mass2	resY
mass2Meta	theta
mass2Mdc3	phi
p	dKick
pMdc3	dTrack
pMeta	r
tof	z
beta	scaling
d	sector
pull	polarity
system	fglsA
resX	
@~HRTMetaTrack	setDistances
HRTMetaTrack	setTargetPos
set	setScaling
setTof	setBeta
getTof	setSector
setDist	setPolarity
getDist	getZ
setPull	getR
getPull	getTheta
setSystem	getPhi
getSystem	getBeta
setResXY	getSector
setPMdc3	getPolarity
setPMeta	Class
getPMeta	Class_Name
getPMdc3	IsA
setMass	ShowMembers
getMassMdc3	Streamer
getMassMeta	StreamerNVirtual
setDirection	