

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@[@]	

HRTTrackEvaluator	
fInnerSeg	fSpecGeomPar
fOuterSeg	fMdcGeom
fDistance	fMdcModule[4]
fLeverArm	fVertexFitter
fDistanceKick	fRClosest
fDeltaPhi	fRKick1
fP	fDir
fAngle	fInnerPos
fPolarity	fInnerAlpha
fKickPlane	fgIsA
fMatchPar	
fMdcMatchingPar	
@~HRTTrackEvaluator	getDeltaPhi
HRTTrackEvaluator	getLeverArm
init	setInnerSeg
reinit	setOuterSeg
evaluate	extractMeasurements
isGoodCombination	computeDistance
fillTrackParameters	Class
fillControl	Class_Name
getDir	IsA
calcEvaluatedLength	ShowMembers
getCharge	Streamer
getDistance	StreamerNVirtual
getDistanceKick	