

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~TObject	GetObjectInfo	operator new@[@]
MakeZombie	GetTitle	operator delete
DoError	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
TObject	InheritsFrom	operator delete@[@]
operator=	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistancetoPrimitive	Paint	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRemove	GetDtorOnly
Execute	SaveAs	SetDtorOnly
Execute	SavePrimitive	GetObjectStat
ExecuteEvent	SetDrawOption	SetObjectStat
FindObject	SetUniqueID	Class
FindObject	UseCurrentStyle	Class_Name
GetDrawOption	Write	IsA
GetUniqueID	Write	ShowMembers
GetName	operator new	
GetIconName	operator new@[@]	
GetOption	operator new	

TVector3	
fX	fgIsA
fY	
fZ	
@~TVector3	SetPerp
TVector3	Perp2
TVector3	Pt
TVector3	Perp
TVector3	DeltaPhi
operator()	DeltaR
operator@[@]	DrEtaPhi
operator()	EtaPhiVector
operator@[@]	SetMagThetaPhi
x	operator=
y	operator==
z	operator@!=
X	operator+=
Y	operator-=
Z	operator-
Px	operator*=-
Py	Unit
Pz	Orthogonal
SetX	Dot
SetY	Cross
SetZ	Angle
SetXYZ	PseudoRapidity
SetPtEtaPhi	Eta
SetPtThetaPhi	RotateX
GetXYZ	RotateY
GetXYZ	RotateZ
Phi	RotateUz
Theta	Rotate
CosTheta	operator*=-
Mag2	Transform
Mag	XYvector
SetPhi	Print
SetTheta	Class
SetMag	Class_Name
Perp2	IsA
Pt	ShowMembers
Perp	

THaOptics::TOpticsDir
kNA
kHCS
kTCS
kTRCS
kFCS
fCoordSys
fOptics
fgIsA
@~TOpticsDir
TOpticsDir
TOpticsDir
TOpticsDir
TOpticsDir
GetVector
GetCoordSys
GetOptics
SetAll
TransCoordSys
TRCS2FCS
FCS2TRCS
operator+=
operator-=
operator=
operator=
operator+=
operator-=
Print
Class
Class_Name
IsA
ShowMembers