

TObject		
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	fUniqueID
kIsReferenced	kZombie	fBits
kHasUUID	kBitMask	
Streamer	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[@]
@~TObject	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	Obsolete
Execute	SaveAs	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	
GetIconName	operator new@[@]	

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