

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@[@]	

TLorentzVector		
kX	kNUM_COORDINATES	E
kY	kSIZE	
kZ	fgIsA	
kT	fP	
Streamer	SetXYZT	Mag2
TLorentzVector	SetXYZM	M2
TLorentzVector	SetPtEtaPhiM	Mag
TLorentzVector	SetPtEtaPhiE	M
TLorentzVector	GetXYZT	Mt2
TLorentzVector	GetXYZT	Mt
TLorentzVector	operator()	Beta
@~TLorentzVector	operator@[@]	Gamma
X	operator()	Dot
Y	operator@[@]	operator*
Z	operator=	SetVectMag
T	operator+	SetVectM
SetX	operator+=	Plus
SetY	operator-	Minus
SetZ	operator-=	BoostVector
SetT	operator-	Boost
Px	operator*	Boost
Py	operator*=	Rapidity
Pz	operator==	Eta
P	operator@!=	PseudoRapidity
E	Perp2	RotateX
Energy	Pt	RotateY
SetPx	Perp	RotateZ
SetPy	SetPerp	RotateUz
SetPz	Perp2	Rotate
SetE	Pt	operator*=
Vect	Perp	Transform
SetVect	Et2	operator*=
Theta	Et	Transform
CosTheta	Et2	Print
Phi	Et	Class
Rho	DeltaPhi	Class_Name
SetTheta	DeltaR	IsA
SetPhi	DrEtaPhi	
SetRho	EtaPhiVector	
SetPxPyPzE	Angle	