TNamed	١
fName fTitle fglsA	
@~TNamed TNamed	

TNamed TNamed TNamed operator= Clear Clone Compare Copy **FillBuffer GetName** GetTitle Hash **IsSortable SetName SetNameTitle SetTitle** Is **Print** Sizeof Class

Class Name

ShowMembers

IsA

TA2System
fCmdList[5]
fInputFile fLogFile
fLogStream
fIsInit fIsError
flsConfigPass
fglsA

@~TA2System Baselnit **PrintError PrintMessage** Map2Key Map2Key Map2String **GetMapKev** GetMapString AddCmdList **FileConfig** CommandConfig **ParseMisc** SetConfia **PostInit BuildName** CheckName **GetInputFile** GetLogFile **GetLogStream** SetLogStream **SetLogFile** Islnit **IsError**

Class

IsA

Class Name

ShowMembers

TMCGenerator		
fRand	fNParticle	
fSeed	fResonance	
fNrun	fReactionList	
fPDG	fParticle	
fTargetMass	fTreeFileName	
fTargetQFRecoilMass	fNtpFileName	
fTargetRadius	fTreeFile	
fTargetLength	fNtpFile	
fTargetCentre	fTree	
fVertex	fNtuple	
fBeamCentre	fBranch	
fP4Target	fEvent	
fP4Beam	flsTreeOut	
fP4R	flsNtupleOut	
fBeam	flsPartOut	
fTarget	flsError	
fReaction	fUseDegrees	
fClonePtcl	fglsA	
fNThrow		
@ TMCGoporator	CotVortov	

@~TMCGenerator **GetVertex TMCGenerator GetBeamCentre GetP4Target** Flush **ParseBeam** GetP4Beam **ParseTarget** GetP4R **ParseParticle GetBeam** InitParticleDist GetReaction PostInit **GetNthrow** InitTree **GetNParticle InitTreeParticles** GetResonance SaveEvent **GetReactionList** SaveEventAsParticles GetParticle **GetTreeFileName** CloseEvent SetConfig **GetTreeFile** Generate **GetTree GEvent GetBranch** GP4 GetEvent GetPDG ID **IsTreeOut** InitNtuple **IsNtupleOut SaveNtuple IsError** CloseNtuple **GetParticle GetRand** Class **GetSeed** Class Name **GetPDG** IsA ShowMembers **GetTargetMass GetTargetRadius** Streamer GetTargetLength **GetTargetCentre**

TMCFoamGenerator fFoamList fFoamX fInt fX fXscale fScale fFoamInitOpt fNDim fNDataBase fFnOpt fFoamModel fgIsA

@~TMCFoamGenerator **TMCFoamGenerator** Flush **PostInit SetConfig** ReadDatabase **GEvent GetFoamList GetFoamInitOpt** GetX GetXscale **GetScale GetNDim GetNDataBase GetFnOpt** Class Class Name IsA

ShowMembers

Streamer