TNamed

fName
fTitle
fgIsA

@~TNamed
TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

TMCParticle

fRandom	**fPhiLow**	**fTcm**
fPDG	**fPhiHigh**	**fWt**
fParent	**fTDist**	**fWtMax**
fBeam	**fTLow**	**fPDGindex**
fP4	**fTHigh**	**fNd**
fP4d	**fPDist**	**fDecayMode**
fDecayList	**fPLow**	**fIsDecay**
fThetaDist	**fPHigh**	**fIsTrack**
fThetaLow	**fOOPDist**	**fIsResonance**
fThetaHigh	**fOOPLow**	**fUseDegrees**
fCosThDist	**fOOPHigh**	**fgIsA**
fCosThLow	**fMass**	
fCosThHigh	**fMd**	
fPhiDist	**fMd2**	

@~TMCParticle	**GetP4d**	**GetWtMax**
Pdk	**SetBeam**	**GetPDGindex**
TMCParticle	**GetDecayList**	**GetNd**
TMCParticle	**GetThetaDist**	**GetDecayMode**
TMCParticle	**GetThetaLow**	**SetDecayMode**
Flush	**GetThetaHigh**	**IsDecay**
Init	**GetCosThDist**	**IsTrack**
PostInit	**GetCosThLow**	**IsResonance**
GenDecay	**GetCosThHigh**	**SetDecay**
Gen1Decay	**GetPhiDist**	**SetTrack**
Gen2Decay	**GetPhiLow**	**GetDecay**
GenNDecay	**GetPhiHigh**	**GetFirstDecay**
BoostLab	**GetTDist**	Theta
FindDist	**GetTLow**	CosTheta
SetDist	**GetTHigh**	Phi
SetDist	**GetPDist**	Energy
SetDist	**GetPLow**	Momentum
AddDecay	**GetPHigh**	**OOP**
ReplaceDecay	**GetOOPDist**	**P4**
GenMCDist	**GetOOPLow**	**ResetT**
GetRandom	**GetOOPHigh**	Class
GetPDG	**GetMass**	Class_Name
SetParent	**Mass**	IsA
GetParent	**SetMass**	ShowMembers
GetP4	**GetMd**	Streamer
SetP4	**GetMd2**	StreamerNVirtual
SetP4	**GetTcm**	
GetP4d	**GetWt**	

TMCFoamParticle

fXscale
fScale
fITheta
fICosTheta
fIPhi
fIEnergy
fIMomentum
fgIsA

@~TMCFoamParticle
TMCFoamParticle
TMCFoamParticle
Flush
Init
GetXscale
GetScale
GetITheta
GetICosTheta
GetIPhi
GetIEnergy
GetIMomentum
SetFoamLink
Theta
CosTheta
Phi
Energy
Momentum
Dist
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TMCdS5MDMParticle

fgIsA

@~TMCdS5MDMParticle
TMCdS5MDMParticle
TMCdS5MDMParticle
Flush
Init
GenNDecay
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual