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**

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**

TMCResonance

fGamma
fMassDist
fMLow
fMHigh
fgIsA

@~TMCResonance
TMCResonance
FindDist
Mass
GetGamma
GetMassDist
GetMLow
GetMHigh
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual