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	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	ShowMembers
GetIconName	operator new@[@]	
GetOption	operator new	

TVirtualData

Id	Dcstat
Charge	Ccstat
Betta	Scstat
Px	Ecstat
Py	Lcstat
Pz	Ststat
X	Status
Y	fgIsA
Z	

@~TVirtualData	GetSTStat
TVirtualData	GetStat
TVirtualData	GetDCidx
GetId	GetCCidx
GetCharge	GetSCidx
GetBeta	GetECidx
GetPx	GetLCidx
GetPy	GetSTidx
GetPz	IsEVNT
GetX	IsGSIM
GetY	GetMass
GetZ	Print
GetVertex	Class
GetMomVec	Class_Name
GetMomentum	IsA
GetDCStat	ShowMembers
GetCCStat	Streamer
GetSCStat	StreamerNVirtual
GetECStat	
GetLCStat	

TGSIMClass

| mass |
| fgIsA |

| @~TGSIMClass |
| TGSIMClass |
| TGSIMClass |
| GetDCStat |
| GetCCStat |
| GetSCStat |
| GetECStat |
| GetLCStat |
| GetStat |
| IsGSIM |
| IsEVNT |
| Print |
| Class |
| Class_Name |
| IsA |
| ShowMembers |
| Streamer |
| StreamerNVirtual |