

| 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      |                      |

| TParticle        |                     |
|------------------|---------------------|
| fPdgCode         | fVx                 |
| fStatusCode      | fVy                 |
| fMother[2]       | fVz                 |
| fDaughter[2]     | fVt                 |
| fWeight          | fPolarTheta         |
| fCalcMass        | fPolarPhi           |
| fPx              | fParticlePDG        |
| fPy              | fgIsA               |
| fPz              |                     |
| fE               |                     |
| @~TParticle      | P                   |
| TParticle        | Pt                  |
| TParticle        | Energy              |
| TParticle        | Eta                 |
| TParticle        | Phi                 |
| operator=        | Theta               |
| GetStatusCode    | SetFirstMother      |
| GetPdgCode       | SetMother           |
| GetFirstMother   | SetLastMother       |
| GetMother        | SetFirstDaughter    |
| GetSecondMother  | SetDaughter         |
| IsPrimary        | SetLastDaughter     |
| GetFirstDaughter | SetCalcMass         |
| GetDaughter      | SetPdgCode          |
| GetLastDaughter  | SetPolarisation     |
| GetCalcMass      | SetPolarisation     |
| GetMass          | SetStatusCode       |
| GetNDaughters    | SetWeight           |
| GetWeight        | SetMomentum         |
| GetPolarisation  | SetMomentum         |
| GetPDG           | SetProductionVertex |
| Beauty           | SetProductionVertex |
| Charm            | Paint               |
| Strangeness      | Print               |
| Momentum         | Sizeof3D            |
| ProductionVertex | DistancetoPrimitive |
| Vx               | ExecuteEvent        |
| Vy               | GetName             |
| Vz               | GetTitle            |
| T                | Class               |
| R                | Class_Name          |
| Rho              | IsA                 |
| Px               | ShowMembers         |
| Py               |                     |
| Pz               |                     |

| TUCNParticle       |                  |
|--------------------|------------------|
| fgNeutronPDGCode   | fBounces         |
| fgDiffuseProb      | fSpecularBounces |
| fDecayed           | fDiffuseBounces  |
| fLost              | fgIsA            |
| fDetected          |                  |
| @~TUCNParticle     | Detected         |
| TUCNParticle       | Dir              |
| TUCNParticle       | DirX             |
| TUCNParticle       | DirY             |
| operator=          | DirZ             |
| MadeBounce         | Velocity         |
| MadeSpecularBounce | VelocityX        |
| MadeDiffuseBounce  | VelocityY        |
| Bounces            | VelocityZ        |
| SpecularBounces    | Mass_GeV         |
| DiffuseBounces     | Mass_GeV_c       |
| DiffuseProbability | Mass_GeV_c2      |
| WillDecay          | Class            |
| Lost               | Class_Name       |
| Decayed            | IsA              |
| Detected           | ShowMembers      |
| Lost               |                  |
| Decayed            |                  |

| TAttLine       |                   |
|----------------|-------------------|
| fLineColor     | fgIsA             |
| fLineStyle     |                   |
| fLineWidth     |                   |
| @~TAttLine     | SetLineAttributes |
| TAttLine       | SetLineColor      |
| TAttLine       | SetLineStyle      |
| Copy           | SetLineWidth      |
| DistancetoLine | Class             |
| GetLineColor   | Class_Name        |
| GetLineStyle   | IsA               |
| GetLineWidth   | ShowMembers       |
| Modify         | Streamer          |