

TObject		
fgDtorOnly	kHasUUID	kInconsistent
fgObjectStat	kCannotPick	kBitMask
fgIsA	kNoContextMenu	kSingleKey
fUniqueId	kInvalidObject	kOverwrite
fBits	kObjInCanvas	kWriteDelete
kCanDelete	kIsOnHeap	kOnlyPrepStep
kMustCleanup	kNotDeleted	
kIsReferenced	kZombie	
Streamer	GetName	operator new[]
Hash	GetIconName	operator new
TObject	GetOption	operator new[]
TObject	GetObjectInfo	operator delete
operator=	GetTitle	operator delete[]
AddToTObjectTable	HandleTimer	operator delete
MakeZombie	HasInconsistentHash	operator delete[]
DoError	InheritsFrom	SetBit
~TObject	InheritsFrom	SetBit
AppendPad	Inspect	ResetBit
Browse	IsFolder	TestBit
ClassName	IsEqual	TestBits
Clear	IsSortable	InvertBit
CheckedHash	IsOnHeap	Info
Clone	IsZombie	Warning
Compare	Notify	Error
Copy	Is	SysError
Delete	Paint	Fatal
DistancetoPrimitive	Pop	AbstractMethod
Draw	Print	MayNotUse
DrawClass	Read	Obsolete
DrawClone	RecursiveRemove	GetDtorOnly
Dump	SaveAs	SetDtorOnly
Execute	SavePrimitive	GetObjectStat
Execute	SetDrawOption	SetObjectStat
ExecuteEvent	SetUniqueId	CheckTObjectHashConsistency
FindObject	UseCurrentStyle	IsA
FindObject	Write	ShowMembers
GetDrawOption	Write	StreamerNVirtual
GetUniqueId	operator new	

TVirtualMCDecayer
fgIsA
TVirtualMCDecayer
~TVirtualMCDecayer
Init
Decay
ImportParticles
SetForceDecay
ForceDecay
GetPartialBranchingRatio
GetLifetime
ReadDecayTable
CheckTObjectHashConsistency
IsA
ShowMembers
StreamerNVirtual
Class_Name
Class
Streamer

TPythia6Decayer	
fDecayTableFile	kNoDecay
fDecay	kHadronicD
fBraPart	kOmega
fgInstance	kPhiKK
fgIsA	kAll
kSemiElectronic	kNoDecayHeavy
kDiElectron	kHardMuons
kSemiMuonic	kBJpsi
kDiMuon	kWToMuon
kBJpsiDiMuon	kWToCharm
kBJpsiDiElectron	kWToCharmToMuon
kBPsiPrimeDiMuon	kZDiMuon
kBPsiPrimeDiElectron	kMaxDecay
kPiToMu	
kKaToMu	
ForceHadronicD	ReadDecayTable
ForceOmega	SetDecayTableFile
CountProducts	WriteDecayTable
TPythia6Decayer	SetForceDecay
~TPythia6Decayer	Instance
Init	CheckTObjectHashConsistency
Decay	IsA
ImportParticles	ShowMembers
SetForceDecay	StreamerNVirtual
ForceDecay	Class_Name
ForceParticleDecay	Class
ForceParticleDecay	Streamer
GetPartialBranchingRatio	
GetLifetime	