

TObject		
fgDtorOnly	kHasUUID	klInconsistent
fgObjectStat	kCannotPick	kBitMask
fgIsA	kNoContextMenu	kSingleKey
fUniqueID	klInvalidObject	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	CheckObjectHashConsistency
FindObject	UseCurrentStyle	IsA
FindObject	Write	ShowMembers
GetDrawOption	Write	StreamerNVirtual
GetUniqueID	operator new	

TMCParticle	
fKS	fMass
fKF	fVx
fParent	fVy
fFirstChild	fVz
fLastChild	fTime
fPx	fLifetime
fPy	fgIsA
fPz	
fEnergy	
TMCParticle	SetFirstChild
TMCParticle	SetLastChild
~TMCParticle	SetPx
GetKS	SetPy
GetKF	SetPz
GetParent	SetEnergy
GetFirstChild	SetMass
GetLastChild	SetVx
GetPx	SetVy
GetPy	SetVz
GetPz	SetTime
GetEnergy	SetLifetime
GetMass	Is
GetVx	CheckObjectHashConsistency
GetVy	IsA
GetVz	ShowMembers
GetTime	StreamerNVirtual
GetLifetime	Class_Name
GetName	Class
SetKS	Streamer
SetKF	
SetParent	

TAttLine	
fgIsA	fLineWidth
fLineColor	
fLineStyle	
Streamer	SetLineAttributes
TAttLine	SetLineColor
TAttLine	SetLineColorAlpha
~TAttLine	SetLineStyle
Copy	SetLineWidth
DistancetoLine	CheckObjectHashConsistency
GetLineColor	IsA
GetLineStyle	ShowMembers
GetLineWidth	StreamerNVirtual
Modify	Class_Name
ResetAttLine	Class
SaveLineAttributes	