TObject		
fUniqueID	klsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	klnvalidObject	kWriteDelete
kMustCleanup	klsOnHeap	fglsA
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
Сору	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	

Nc3VectorObj
fglsA
@~Nc3VectorObj
Nc3VectorObj
Nc3VectorObj
Nc3VectorObj
Class
Class_Name
IsA
ShowMembers
Streamer

Nc3Vector		
fNv fV fDresult fglsA		
fV fDresult fgIsA @~Nc3Vector Nc3Vector Nc3Vector Nc3Vector operator= Load SetZero SetVector SetVector SetVector SetVector SetErrors SetErrors GetErrors GetErrors GetErrors GetErrors GetErrors GetErrors Operator HasFrors GetNorm Dot GetPseudoRapidity GetResultError Cross operator- operator- operator- operator/		
operator+= operator-= operator/=		
GetVecTrans GetVecLong GetPrimed GetUnprimed GetX		
GetOpeningAngle Class Class_Name IsA ShowMembers		