

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	

Nc4VectorObj
fgIsA
@~Nc4VectorObj
Nc4VectorObj
Nc4VectorObj
Nc4VectorObj
Class
Class_Name
IsA
ShowMembers
Streamer

Nc4Vector
fV2
fV0
fV
fDv2
fDv0
fDresult
fScalar
fUser
fgIsA
@~Nc4Vector
Nc4Vector
Nc4Vector
operator=
Load
SetZero
SetVector
SetVector
SetVector
GetVector
SetVector
GetVector
SetScalar
SetScalarError
GetScalar
Set3Vector
Set3Vector
Set3Vector
Set3Vector
Get3Vector
SetInvariant
SetInvariantError
GetInvariant
HasVector
HasErrors
SetErrors
SetErrors
GetErrors
SetErrors
GetErrors
Data
Dot
GetResultError
operator+
operator-
operator*
operator/
operator+=
operator-=
operator*=
operator/=
GetScalarFlag
GetVecTrans
GetVecLong
GetPseudoRapidity
GetBetaVector