

TObject		
fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fglsA
fgDtorOnly	kBitMask	
fgObjectStat	kSingleKey	
kIsOnHeap	kOverwrite	
@~TObject	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[@]
AppendPad	InheritsFrom	SetBit
Browse	Inspect	SetBit
ClassName	IsFolder	ResetBit
Clear	IsEqual	TestBit
Clone	IsSortable	TestBits
Compare	IsOnHeap	InvertBit
Copy	IsZombie	Info
Delete	Notify	Warning
DistancetoPrimitive	Is	Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRemove	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@[@]	

ESinglePhoton	
fType	fShowerPosX
fBunchId	fShowerPosY
fHistory	fShowerPosZ
fAbsorbed	fPosX
fDate	fPosY
fTof	fPosZ
fWl	fglsA
fNbinter	
@~ESinglePhoton	SetAbsorbed
ESinglePhoton	SetDate
Clear	SetTof
GetType	SetWl
GetBunchId	SetNbinter
GetHistory	SetShowerPos
IsAbsorbed	SetPos
GetDate	SetBunchId
GetTof	Class
GetWl	Class_Name
GetNbinter	IsA
GetShowerPos	ShowMembers
GetPos	Streamer
SetType	StreamerNVirtual
SetHistory	