

TObject

fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~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@[@]	

EAtmosphere

fNumBunches
 fNumSingles
 fMaxScatOrder
 fBunches
 fSingles
 fgBunches
 fgSingles
 fCopy
 fgCurrent
 fgIsA

@~EAtmosphere
 EAtmosphere
 EAtmosphere
 Copy
 Clear
 GetCurrent
 SetCurrent
 GetNumBunches
 GetNumSingles
 GetMaxScatOrder
 GetBunch
 GetSingle
 SetMaxScatOrder
 AddTestPhoton
 AddTestBunch
 SetCopy
 IsCopy
 ClearCopy
 Class
 Class_Name
 IsA
 ShowMembers
 Streamer

EFillable

fgIsA

@~EFillable
 EFillable
 Fill
 Class
 Class_Name
 IsA
 ShowMembers
 Streamer
 StreamerNVirtual