

**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@[@]	

**EBunchPhotons**

fType	fNumWavelengths
fld	fWILambda
fWeight	fWIWeight
fDatei	fFate
fDatef	fSingles
fShowerPosiX	fNumFluoDirect
fShowerPosiY	fNumCkovDirect
fShowerPosiZ	fNumFluoAirScat
fShowerPosfX	fNumCkovAirScat
fShowerPosfY	fNumFluoAeroScat
fShowerPosfZ	fNumCkovAeroScat
fFinalPosX	fNumFluoCloudScat
fFinalPosY	fNumCkovCloudScat
fFinalPosZ	fNumFluoReflected
fMeanDirX	fNumCkovReflected
fMeanDirY	fgIsA
fMeanDirZ	
fYield	

@~EBunchPhotons	GetNumAirScat
EBunchPhotons	GetNumAeroScat
EBunchPhotons	GetNumCloudScat
Copy	GetNumReflected
Clear	SetType
AddSingleRef	SetId
GetSinglesArray	SetDatei
GetType	SetDatef
GetId	SetShowerPosi
GetWeight	SetShowerPosf
GetDatei	SetFinalPos
GetDatef	SetMeanDir
GetShowerPosi	SetWeight
GetShowerPosf	SetYield
GetFinalPos	SetFate
GetMeanDir	SetSpectrum
GetYield	Class
GetNumWavelengths	Class_Name
GetTable	IsA
GetFate	ShowMembers
GetNumAll	Streamer
GetNumDirect	