

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@[@]	

EEvent

kShower	fShower
kAtmosphere	fAtmosphere
kDetector	fDetector
kChipTrackTrigger	fChipTrackTrigger
kLbITrackTrigger	fLbITrackTrigger
kNone	fRunPars
kAll	fTreeLink
fHeader	fgCurrent
fTruth	fgIsA
fGeometry	
@~EEvent	GetChipTrackTrigger
EEvent	GetLbITrackTrigger
EEvent	GetRunPars
Copy	GetCurrent
Clear	SetCurrent
Delete	IsLinked
BranchTree	LinkTree
SetBranches	UnlinkTree
Fill	GetTree
Build	Class
GetHeader	Class_Name
GetGeometry	IsA
GetTruth	ShowMembers
GetShower	Streamer
GetAtmosphere	
GetDetector	