

| 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@[@] |                     |

| EAnimator        |
|------------------|
| fTimer           |
| fNumFrames       |
| fFrame           |
| fgIsA            |
| @~EAnimator      |
| EAnimator        |
| Play             |
| Stop             |
| Rewind           |
| Animate          |
| NextFrame        |
| IsEnded          |
| GetTimer         |
| GetFrame         |
| GetNumFrames     |
| Class            |
| Class_Name       |
| IsA              |
| ShowMembers      |
| Streamer         |
| StreamerNVirtual |

| EShowerPainter   |                  |
|------------------|------------------|
| fWorldBuild      | fXmin            |
| fBoxDefined      | fXmax            |
| fShower          | fYmin            |
| fShowerVolume    | fYmax            |
| fFoVVolume       | fZmin            |
| fShowerBox       | fZmax            |
| fTOP             | fNmax            |
| fVacuum          | fThreshold       |
| fCenter          | fHistoContainer  |
| fDx              | fgIsA            |
| fDy              |                  |
| fDz              |                  |
| @~EShowerPainter | IsEnded          |
| EShowerPainter   | IsWorldBuilt     |
| DefineBox        | IsBoxDefined     |
| Draw             | Build            |
| DrawXY           | BuildWorld       |
| DrawXYZ          | Class            |
| GetShowerHisto2D | Class_Name       |
| GetShowerHisto3D | IsA              |
| UpdateVisibility | ShowMembers      |
| GetListOfHistos  | Streamer         |
| Animate          | StreamerNVirtual |
| NextFrame        |                  |
| Rewind           |                  |