

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@[@]	

EShowerStep

fgIsA	fAgef
fXi	fNumElectrons
fXf	fNumCharged
fPosiX	fEnergyLoss
fPosiY	fNumCherenkov
fPosiZ	fEnergyAngle
fPosfX	fRadPhiElectrons
fPosfY	fRadDTimeElectrons
fPosfZ	fRadPhiEnergyLoss
fTimei	fAngleCherenkov
fTimef	
fAgei	
@~EShowerStep	SetPosi
EShowerStep	SetPosi
Clear	SetPosf
GetXi	SetPosf
GetXf	SetTimei
GetPosi	SetTimef
GetPosi	SetAgei
GetPosf	SetAgef
GetPosf	SetNumElectrons
GetTimei	SetNumCharged
GetTimef	SetEnergyLoss
GetAgei	SetNumCherenkov
GetAgef	Class
GetNumElectrons	Class_Name
GetNumCharged	IsA
GetEnergyLoss	ShowMembers
GetNumCherenkov	Streamer
SetXi	StreamerNVirtual
SetXf	