

**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@[@]	

**EShower**

fEnergy	fInitPosZ
fTheta	fHitGround
fPhi	fNumSteps
fX1	fSteps
fElectrEthres	fCopy
fDirX	fgSteps
fDirY	fgCurrent
fDirZ	fgIsA
fInitPosX	
fInitPosY	
@~EShower	SetPhi
EShower	SetX1
EShower	SetElectrEthres
Copy	SetDir
Clear	SetDir
GetNumSteps	SetInitPos
GetSteps	SetInitPos
GetStep	SetHitGround
GetEnergy	GetCurrent
GetTheta	SetCurrent
GetPhi	SetCopy
GetX1	IsCopy
GetElectrEthres	ClearCopy
GetDir	Class
GetDir	Class_Name
GetInitPos	IsA
GetInitPos	ShowMembers
GetHitGround	Streamer
SetEnergy	
SetTheta	

**EFillable**

fgIsA	
@~EFillable	IsA
EFillable	ShowMembers
Fill	Streamer
Class	StreamerNVirtual
Class_Name	