

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@[@]	

ESinglePhoton

fType	fTof
fBunchId	fWI
fHistory	fNbinter
fAllHistory	fShowerPosX
fAbsorbed	fShowerPosY
fLastTotTrans	fShowerPosZ
fLastRaylTrans	fPosX
fLastOzoneTrans	fPosY
fLastAeroTrans	fPosZ
fLastCloudTrans	fgIsA
fOutFoV	
fDate	
@~ESinglePhoton	SetAbsorbed
ESinglePhoton	SetOutFoV
Clear	SetDate
GetType	SetTof
GetBunchId	SetWI
GetHistory	SetNbinter
GetAllHistory	SetNbMaxInter
IsAbsorbed	SetShowerPos
IsOutFoV	SetPos
GetDate	SetBunchId
GetTof	SetLastTrans
GetWI	Class
GetNbinter	Class_Name
GetShowerPos	IsA
GetPos	ShowMembers
GetLastTrans	Streamer
SetType	StreamerNVirtual
SetHistory	
SetAllHistory	