

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@[@]	

T49Particle

fgIsA	
@~T49Particle	GetNFitPoint
SetIdDet	GetNDedxPoint
SetIfFlag	GetNMaxPoint
SetNPoint	GetTmeanCharge
SetNFitPoint	GetCharge
SetNDedxPoint	GetPx
SetNMaxPoint	GetPy
SetTmeanCharge	GetPz
SetCharge	GetSigPx
SetPx	GetSigPy
SetPy	GetSigPz
SetPz	GetPchi2
SetSigPx	GetBx
SetSigPy	GetBy
SetSigPz	GetXFirst
SetPchi2	GetYFirst
SetBx	GetZFirst
SetBy	GetXLast
SetXFirst	GetYLast
SetYFirst	GetZLast
SetZFirst	GetWeight
SetXLast	GetLabel
SetYLast	GetRandom
SetZLast	GetPt
SetWeight	GetP
SetLabel	GetE
SetRandom	GetPhi
SetTofld	GetRap
SetToffflag	GetMt
SetTofX	GetTofld
SetTofY	GetToffflag
SetTofCharge	GetTofX
SetTofMass2	GetTofY
SetTofSigMass2	GetTofCharge
GetIdDet	GetTofMass2
GetIfFlag	GetTofSigMass2
GetNPoint	Class
GetNFitPoint	Class_Name
GetNDedxPoint	IsA
GetNMaxPoint	ShowMembers
GetTmeanCharge	Streamer
GetNPoint	