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@[@]	

TPrimary

fPart	fVx
fFirstMother	fVy
fSecondMother	fVz
fGeneration	fTime
fPx	fTimeEnd
fPy	fType
fPz	fgIsA
fEtot	

@~TPrimary	GetYPosition
TPrimary	GetZPosition
TPrimary	GetTime
DistancetoPrimitive	GetTimeEnd
ExecuteEvent	GetType
GetParticle	Paint
GetName	Print
GetTitle	Sizeof3D
GetFirstMother	Class
GetSecondMother	Class_Name
GetGeneration	IsA
GetXMomentum	ShowMembers
GetYMomentum	Streamer
GetZMomentum	StreamerNVirtual
GetTotalEnergy	
GetXPosition	

TAttLine

fLineColor	fgIsA
fLineStyle	
fLineWidth	

@~TAttLine	SetLineAttributes
TAttLine	SetLineColor
TAttLine	SetLineStyle
Copy	SetLineWidth
DistancetoLine	Class
GetLineColor	Class_Name
GetLineStyle	IsA
GetLineWidth	ShowMembers
Modify	Streamer
ResetAttLine	StreamerNVirtual
SaveLineAttributes	

TAtt3D

fgIsA

@~TAtt3D	IsA
TAtt3D	ShowMembers
Sizeof3D	Streamer
Class	StreamerNVirtual
Class_Name	