

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@[@]	

TGeoDecayChannel

fDecay	KECF
fDiso	kElecCapt
fBranchingRatio	kIsoTrans
fQvalue	kl
fParent	kSpontFiss
fDaughter	k2P
kBitMask32	k2N
k2BetaMinus	k2A
kBetaMinus	kCarbon12
kNeutronEm	kCarbon14
kProtonEm	fgIsA
kAlpha	
@~TGeoDecayChannel	DecayName
TGeoDecayChannel	SetParent
TGeoDecayChannel	SetDaughter
TGeoDecayChannel	Print
operator=	ReadDecay
GetIndex	SavePrimitive
GetName	DecayShift
Decay	Class
BranchingRatio	Class_Name
Qvalue	IsA
Deltalso	ShowMembers
Daughter	
Parent	