

| 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@[@] |                     |

| TVirtualMCDecayer        |
|--------------------------|
| fgIsA                    |
| @~TVirtualMCDecayer      |
| Init                     |
| Decay                    |
| ImportParticles          |
| SetForceDecay            |
| ForceDecay               |
| GetPartialBranchingRatio |
| GetLifetime              |
| ReadDecayTable           |
| Class                    |
| Class_Name               |
| IsA                      |
| ShowMembers              |
| Streamer                 |

| TPythia6Decayer          |                   |
|--------------------------|-------------------|
| kSemiElectronic          | kNoDecayHeavy     |
| kDiElectron              | kHardMuons        |
| kSemiMuonic              | kBJpsi            |
| kDiMuon                  | kWToMuon          |
| kBJpsiDiMuon             | kWToCharm         |
| kBJpsiDiElectron         | kWToCharmToMuon   |
| kBPsiPrimeDiMuon         | kZDiMuon          |
| kBPsiPrimeDiElectron     | kMaxDecay         |
| kPiToMu                  | fDecayTableFile   |
| kKaToMu                  | fDecay            |
| kNoDecay                 | fBraPart          |
| kHadronicD               | fgInstance        |
| kOmega                   | fgIsA             |
| kPhiKK                   |                   |
| kAll                     |                   |
| @~TPythia6Decayer        | GetLifetime       |
| ForceParticleDecay       | ReadDecayTable    |
| ForceParticleDecay       | SetDecayTableFile |
| ForceHadronicD           | WriteDecayTable   |
| ForceOmega               | SetForceDecay     |
| CountProducts            | Instance          |
| TPythia6Decayer          | Class             |
| Init                     | Class_Name        |
| Decay                    | IsA               |
| ImportParticles          | ShowMembers       |
| SetForceDecay            | Streamer          |
| ForceDecay               | StreamerNVirtual  |
| GetPartialBranchingRatio |                   |