

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@[@]	

Track	
fPx	fZfirst
fPy	fZlast
fPz	fCharge
fRandom	fVertex[3]
fMass2	fNpoint
fBx	fValid
fBy	fNsp
fMeanCharge	fPointValue
fXfirst	fTriggerBits
fXlast	fgIsA
fYfirst	
fYlast	
@~Track	GetYlast
Track	GetZfirst
Track	GetZlast
Track	GetCharge
Clear	GetVertex
GetPx	GetNpoint
GetPy	GetTriggerBits
GetPz	GetValid
GetPt	SetValid
GetRandom	GetN
GetBx	GetPointValue
GetBy	Class
GetMass2	Class_Name
GetMeanCharge	IsA
GetXfirst	ShowMembers
GetXlast	Streamer
GetYfirst	