

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
DistancetoPrimitives		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@[ @]	

TNamed
fName
fTitle
fgIsA
@~TNamed
TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

TVirtualMC		
fApplication	fDecayer	
fgMC	fRandom	
fStack	fgIsA	
@~TVirtualMC	NofVolumes	TrackLength
GetMC	VoIld2Mate	TrackTime
IsRootGeometrySupport	NoOfDaughters	Edep
Gfmate	VoIdaughterName	TrackPid
Gfmate	VoIdaughterCopyNo	TrackCharge
Gckmat	SetCut	TrackMass
Material	SetProcess	Etot
Material	DefineParticle	IsNewTrack
Mixture	Definelon	IsTrackInside
Mixture	Xsec	IsTrackEntering
Medium	IdFromPDG	IsTrackExiting
Medium	PDGFromId	IsTrackOut
Matrix	ParticleName	IsTrackDisappeared
Gstpar	ParticleMass	IsTrackStop
Gsvolu	ParticleCharge	IsTrackAlive
Gsvolu	ParticleLifeTime	NSecondaries
Gsdvn	ParticleMCType	GetSecondary
Gsdvn2	StopTrack	ProdProcess
Gsdvt	StopEvent	StepProcesses
Gsdvt2	StopRun	SecondariesAreOrdered
Gsord	SetMaxStep	Gdopt
Gspos	SetMaxNStep	SetClipBox
Gsposp	SetUserDecay	DefaultRange
Gsposp	ForceDecayTime	Gdhead
Gsbool	CurrentVoIID	Gdman
SetCerenkov	CurrentVoOffID	Init
SetCerenkov	CurrentVoIName	BuildPhysics
DefineOpSurface	CurrentVoIOffName	ProcessEvent
SetBorderSurface	CurrentVoIPath	ProcessRun
SetSkinSurface	CurrentMaterial	InitLego
SetMaterialProperty	CurrentMedium	SetStack
SetMaterialProperty	CurrentEvent	SetExternalDecayer
SetMaterialProperty	Gmtod	SetRandom
GetTransformation	Gmtod	GetStack
GetShape	Gdtom	GetDecayer
GetMaterial	Gdtom	GetRandom
GetMedium	MaxStep	operator=
DrawOneSpec	GetMaxNStep	Class
Gsatt	GetMedium	Class_Name
Gdraw	TrackPosition	IsA
WriteEuclid	TrackPosition	ShowMembers
SetRootGeometry	TrackMomentum	
VoIld	TrackMomentum	
VoIName	TrackStep	