TObject

fUniqueID	kZombie
fBits	kBitMask
fgDtorOnly	kSingleKey
fgDirLevel	kOverwrite
fgObjectStat	fgIsA
kIsOnHeap	
kNotDeleted	

MakeZombie	Is
TObject	Modified
TObject	Paint
operator=	Pop
AppendPad	Print
Browse	Read
ClassName	RecursiveRemove
Clear	SavePrimitive
Clone	SetDrawOption
Close	SetUniqueID
Compare	StreamerInfo
Copy	UseCurrentStyle
Delete	Write
DistancetoPrimitive	operator new
Draw	operator new
DrawClass	operator delete
DrawClone	SetBit
Dump	SetBit
Execute	ResetBit
Execute	TestBit
ExecuteEvent	InvertBit
GetDrawOption	Warning
GetUniqueID	Error
GetName	SysError
GetIconName	Fatal
GetOption	AbstractMethod
GetObjectInfo	MayNotUse
GetTitle	DecreaseDirLevel
HandleTimer	GetDtorOnly
Hash	SetDtorOnly
InheritsFrom	GetDirLevel
InheritsFrom	SetDirLevel
Inspect	GetObjectStat
IsFolder	SetObjectStat
IsEqual	IncreaseDirLevel
IsSortable	IndentLevel
IsModified	Class
IsOnHeap	IsA
IsZombie	ShowMembers
Notify	

TVector3

fX	fgIsA
fY	
fZ	

TVector3	DeltaPhi
TVector3	DeltaR
TVector3	DrEtaPhi
TVector3	EtaPhiVector
operator()	operator=
operator[]	operator==
X	operator!=
Y	operator+=
Z	operator-=
SetX	operator-
SetY	operator*=
SetZ	Unit
SetXYZ	Orthogonal
GetXYZ	Dot
GetXYZ	Cross
Phi	Angle
Theta	PseudoRapidity
CosTheta	Eta
Mag2	RotateX
Mag	RotateY
SetPhi	RotateZ
SetTheta	RotateUz
SetMag	Rotate
Perp2	operator*=
Pt	Transform
Perp	XYvector
SetPerp	Class
Perp2	IsA
Pt	ShowMembers
Perp	