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@[@]	

TGenPhaseSpace

fNt
fMass[18]
fBeta[3]
fTeCmTm
fWtMax
fDecPro[18]
fgIsA

@~TGenPhaseSpace
PDK
TGenPhaseSpace
TGenPhaseSpace
SetDecay
Generate
GetDecay
GetNt
GetWtMax
Class
Class_Name
IsA
ShowMembers
Streamer