

**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@[@]	

**TVector3**

fX	fgIsA
fY	
fZ	
@~TVector3	SetPerp
TVector3	Perp2
TVector3	Pt
TVector3	Perp
TVector3	DeltaPhi
operator()	DeltaR
operator@[@]	DrEtaPhi
operator()	EtaPhiVector
operator@[@]	SetMagThetaPhi
x	operator=
y	operator==
z	operator@!=
X	operator+=
Y	operator-=
Z	operator-
Px	operator*=-
Py	Unit
Pz	Orthogonal
SetX	Dot
SetY	Cross
SetZ	Angle
SetXYZ	PseudoRapidity
SetPtEtaPhi	Eta
SetPtThetaPhi	RotateX
GetXYZ	RotateY
GetXYZ	RotateZ
Phi	RotateUz
Theta	Rotate
CosTheta	operator*=-
Mag2	Transform
Mag	XYvector
SetPhi	Print
SetTheta	Class
SetMag	Class_Name
Perp2	IsA
Pt	ShowMembers
Perp	