

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~TObject	GetObjectInfo	operator new@[@]
MakeZombie	GetTitle	operator delete
DoError	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
TObject	InheritsFrom	operator delete@[@]
operator=	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistancetoPrimitive	Paint	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRemove	GetDtorOnly
Execute	SaveAs	SetDtorOnly
Execute	SavePrimitive	GetObjectStat
ExecuteEvent	SetDrawOption	SetObjectStat
FindObject	SetUniqueID	Class
FindObject	UseCurrentStyle	Class_Name
GetDrawOption	Write	IsA
GetUniqueID	Write	ShowMembers
GetName	operator new	
GetIconName	operator new@[@]	
GetOption	operator new	

DIGParticle	
fEntryX	fSegmentY
fEntryY	fSegmentZ
fEntryZ	fSegmentCharge
fExitX	fNpixels
fExitY	fPixelMap
fExitZ	fAnalogChargeMap
fEnergy_deposited	fDigitalChargeMap
fNSegment	fgIsA
fSegmentX	
@~DIGParticle	SetEntryY
DIGParticle	SetEntryZ
DIGParticle	SetExitX
DIGParticle	SetExitY
Clear	SetExitZ
GetEntryX	SetEnergy_deposited
GetEntryY	SetNpixels
GetEntryZ	ComputeChargeDeposition
GetExitX	ComputeChargeTransport
GetExitY	PrintInfo
GetExitZ	AddPixel
GetEnergy_deposited	UpdatePixel
GetTotalAnalogCharge	AddRandomNoise
GetTotalDigitalCharge	AnalogToDigitalconversion
GetNSegment	GetPixelNumber
GetSegmentX	GetXYPixelNumber
GetSegmentY	GetXYPixelCenter
GetSegmentZ	GaussianLaw
GetSegmentCharge	Class
GetNpixels	Class_Name
GetPixelMap	IsA
GetAnalogCharge	ShowMembers
GetDigitalCharge	Streamer
SetNSegment	
SetEntryX	