

| TObject             |                   |                      |
|---------------------|-------------------|----------------------|
| fgDtorOnly          | kCannotPick       | kSingleKey           |
| fgObjectStat        | kNoContextMenu    | kOverwrite           |
| kCanDelete          | kInvalidObject    | kWriteDelete         |
| kMustCleanup        | kIsOnHeap         | fgIsA                |
| kObjInCanvas        | kNotDeleted       | fUniqueID            |
| kIsReferenced       | kZombie           | fBits                |
| kHasUUID            | kBitMask          |                      |
| Streamer            | GetOption         | operator new         |
| MakeZombie          | GetObjectInfo     | operator new@[[@]    |
| DoError             | GetTitle          | operator delete      |
| TObject             | HandleTimer       | operator delete@[[@] |
| TObject             | Hash              | operator delete      |
| operator=           | InheritsFrom      | operator delete@[[@] |
| @~TObject           | 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   | Obsolete             |
| Execute             | SaveAs            | GetDtorOnly          |
| Execute             | SavePrimitive     | SetDtorOnly          |
| ExecuteEvent        | SetDrawOption     | GetObjectStat        |
| FindObject          | SetUniqueID       | SetObjectStat        |
| FindObject          | UseCurrentStyle   | Class                |
| GetDrawOption       | Write             | Class_Name           |
| GetUniqueID         | Write             | IsA                  |
| GetName             | operator new      |                      |
| GetIconName         | operator new@[[@] |                      |

| TEveCluster      |
|------------------|
| fDetId           |
| fSubdetId        |
| fLabel[3]        |
| fV               |
| fgIsA            |
| TEveCluster      |
| @~TEveCluster    |
| Class            |
| Class_Name       |
| IsA              |
| ShowMembers      |
| Streamer         |
| StreamerNVirtual |