

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@[[@]	

TGeoDecayChannel	
fDecay	KECF
fDiso	kElecCapt
fBranchingRatio	kIsoTrans
fQvalue	kl
fParent	kSpontFiss
fDaughter	k2P
kBitMask32	k2N
k2BetaMinus	k2A
kBetaMinus	kCarbon12
kNeutronEm	kCarbon14
kProtonEm	fgIsA
kAlpha	
TGeoDecayChannel	DecayName
TGeoDecayChannel	SetParent
TGeoDecayChannel	SetDaughter
@~TGeoDecayChannel	Print
operator=	ReadDecay
GetIndex	SavePrimitive
GetName	DecayShift
Decay	Class
BranchingRatio	Class_Name
Qvalue	IsA
Deltalso	ShowMembers
Daughter	
Parent	