TObject

fUniqueID	kZombie
fBits	kBitMask
fgDtorOnly	kSingleKey
fgDirLevel	kOverwrite
fgObjectStat	fgIsA
kIsOnHeap	
kNotDeleted	

MakeZombie	Is
TObject	Modified
TObject	Paint
operator=	Pop
AppendPad	Print
Browse	Read
ClassName	RecursiveRemove
Clear	SavePrimitive
Clone	SetDrawOption
Close	SetUniqueID
Compare	Sizeof3D
Copy	UseCurrentStyle
Delete	Write
DistancetoPrimitive	operator new
Draw	operator new
DrawClass	operator delete
DrawClone	SetBit
Dump	SetBit
Execute	ResetBit
Execute	TestBit
ExecuteEvent	InvertBit
GetDrawOption	Warning
GetUniqueID	Error
GetName	SysError
GetIconName	Fatal
GetOption	AbstractMethod
GetObjectInfo	MayNotUse
GetTitle	DecreaseDirLevel
HandleTimer	GetDtorOnly
Hash	SetDtorOnly
InheritsFrom	GetDirLevel
InheritsFrom	SetDirLevel
Inspect	GetObjectStat
IsFolder	SetObjectStat
IsEqual	IncreaseDirLevel
IsSortable	IndentLevel
IsModified	Class
IsOnHeap	IsA
IsZombie	ShowMembers
Is3D	

TMCFastHepEvt

fnevhep
fnhep
fHepParticle
fgParticles
fgIsA

TMCFastHepEvt
TMCFastHepEvt
Clear
GetNevhep
GetNhep
GetHepParticles
GetHepParticle
SetNevhep
SetNhep
Print
Fill
AddHepParticle
Class
IsA
ShowMembers
Streamer