

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@[@]	

T49HbtCoulomb

f_hbc
 fMeanSeparation
 f_d2
 fBohrRadius
 fConstant1
 fConstant2
 fCriticalMomentum
 fCriticalMomentum2
 fBohrRadiusUSP
 fConstant1USP
 fConstant2USP
 fCriticalMomentumUSP
 fCriticalMomentumUSP2
 fgIsA

@~T49HbtCoulomb
 T49HbtCoulomb
 Weight
 Ac
 CalculateConstants
 GetConstant1
 GetCriticalMomentum
 WeightUnlikeSignPairs
 AcUSP
 CalculateConstantsUSP
 GetConstant1USP
 GetCriticalMomentumUSP
 GetMeanSeparation
 SetMeanSeparation
 ClassicalWeight
 ClassicalWeightUnlikeSignPairs
 Class
 Class_Name
 IsA
 ShowMembers
 Streamer
 StreamerNVirtual