

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	GetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	ShowMembers
GetIconName	operator new@[@]	

T49MultiMixer

fVerbose
 fType
 fPmass
 fKmass
 fPrmass
 fNMixed
 fFirstMix
 fRanges
 fMulti_min
 fMulti_max
 fMulti_interval
 fEvents
 fEvent_counter
 fEventMixer
 fMultiPosParticleList
 fMultiNegParticleList
 fMultiMixedPosParticleList
 fMultiMixedNegParticleList
 fgIsA

@~T49MultiMixer
 T49MultiMixer
 T49MultiMixer
 Reset
 MultiEvetoBins
 AddEvent
 GetEvents
 WriteEvents
 Class
 Class_Name
 IsA
 ShowMembers
 Streamer
 StreamerNVirtual