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@[@]	

TLorentzRotation

fxx	fzy
fxy	fzz
fxz	fzt
fxt	ftx
fyx	fty
fyy	ftz
fyz	ftt
fyt	fgIsA
fzx	

@~TLorentzRotation	operator==
TLorentzRotation	operator@!=
TLorentzRotation	IsIdentity
TLorentzRotation	VectorMultiplication
TLorentzRotation	operator*
TLorentzRotation	MatrixMultiplication
XX	operator*
XY	operator*=
XZ	Transform
XT	Transform
YX	Inverse
YY	Invert
YZ	Boost
YT	Boost
ZX	RotateX
ZY	RotateY
ZZ	RotateZ
ZT	Rotate
TX	Rotate
TY	SetBoost
TZ	TLorentzRotation
TT	Class
operator@[@]	Class_Name
operator()	IsA
operator=	ShowMembers
operator=	