

| TObject             |                  |                     |
|---------------------|------------------|---------------------|
| fUniqueID           | kNotDeleted      | kWriteDelete        |
| fBits               | kZombie          | fgIsA               |
| fgDtorOnly          | kBitMask         |                     |
| fgObjectStat        | kSingleKey       |                     |
| kIsOnHeap           | kOverwrite       |                     |
| @~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@[@] |                     |

| HKickIMassParticle   |
|----------------------|
| fMomentum            |
| fSystem              |
| fgIsA                |
| @~HKickIMassParticle |
| HKickIMassParticle   |
| P                    |
| setSystem            |
| getSystem            |
| Class                |
| Class_Name           |
| IsA                  |
| ShowMembers          |
| Streamer             |
| StreamerNVirtual     |