TObject

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

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

Event

fNtrack
fNseg
fNvertex
fFlag
fTemperature
fEvtHdr
fTracks
fH
fgTracks
fgHist
fgIsA

Event
Clear
Reset
ResetHistogramPointer
SetNseg
SetNtrack
SetNvertex
SetFlag
SetTemperature
SetHeader
AddTrack
GetNtrack
GetNseg
GetNvertex
GetFlag
GetTemperature
GetHeader
GetTracks
GetHistogram
Class
IsA
ShowMembers
Streamer