

**Object**

fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~TObject	GetObjectInfo	operator new@[@]
MakeZombie	GetTitle	operator delete
DoError	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
TObject	InheritsFrom	operator delete@[@]
operator=	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistancetoPrimitive	Paint	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRemove	GetDtorOnly
Execute	SaveAs	SetDtorOnly
Execute	SavePrimitive	GetObjectStat
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	Class
FindObject	UseCurrentStyle	Class_Name
GetDrawOption	Write	IsA
GetUniqueID	Write	ShowMembers
GetName	operator new	
GetIconName	operator new@[@]	
GetOption	operator new	

**TS800FpTrack**

fCon	gecorr
parent	beta0
afp	deltabeta
bfp	fYtaShift
xfp	name
yfp	b_xfp
ata	b_afp
bta	b_yfp
yta	b_bfp
dta	b_ata
azita	b_yta
scatter	b_bta
zfp	b_dta
anglea	b_azita
angleb	b_scatter
order	b_energy
mass	b_ptot
deltaM	b_ppar
charge	b_ptr
energy	fChain
ptot	fCurrent
ppar	fgIsA
ptr	
@~TS800FpTrack	InitTree
TS800FpTrack	Class
TS800FpTrack	Class_Name
Calculate	IsA
Copy	ShowMembers
GetEntry	Streamer
Clear	
InitClass	