

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 |
| fyy | fty |
| 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= | |