## 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@[@] | |

## TLorentzVector

| | | |
|---|---|---|
| fP | kZ | fgIsA |
| fE | kT | |
| kX | kNUM_COORDINATES | |
| kY | kSIZE | |

| | | |
|---|---|---|
| @~TLorentzVector | SetXYZM | Mag2 |
| TLorentzVector | SetPtEtaPhiM | M2 |
| TLorentzVector | SetPtEtaPhiE | Mag |
| TLorentzVector | GetXYZT | M |
| TLorentzVector | GetXYZT | Mt2 |
| TLorentzVector | operator() | Mt |
| X | operator@[@] | Beta |
| Y | operator() | Gamma |
| Z | operator@[@] | Dot |
| T | operator= | operator* |
| SetX | operator+ | SetVectMag |
| SetY | operator+= | SetVectM |
| SetZ | operator- | Plus |
| SetT | operator-= | Minus |
| Px | operator- | BoostVector |
| Py | operator* | Boost |
| Pz | operator*= | Boost |
| P | operator== | Rapidity |
| E | operator@!= | Eta |
| Energy | Perp2 | PseudoRapidity |
| SetPx | Pt | RotateX |
| SetPy | Perp | RotateY |
| SetPz | SetPerp | RotateZ |
| SetE | Perp2 | RotateUz |
| Vect | Pt | Rotate |
| SetVect | Perp | operator*= |
| Theta | Et2 | Transform |
| CosTheta | Et | operator*= |
| Phi | Et2 | Transform |
| Rho | Et | Class |
| SetTheta | DeltaPhi | Class_Name |
| SetPhi | DeltaR | IsA |
| SetRho | DrEtaPhi | ShowMembers |
| SetPxPyPzE | EtaPhiVector | |
| SetXYZT | Angle | |