

| 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@[@] |                     |

| Reve::VSD          |                  |
|--------------------|------------------|
| fBuffSize          | mpH              |
| mFile              | mC               |
| mDirectory         | mpC              |
| mTreeK             | mR               |
| mTreeH             | mpR              |
| mTreeC             | mKK              |
| mTreeR             | mpKK             |
| mTreeKK            | mV0              |
| mTreeV0            | mpV0             |
| mTreeGI            | mGI              |
| mK                 | mpGI             |
| mpK                | fgIsA            |
| mH                 |                  |
| @~VSD              | LoadTrees        |
| VSD                | LoadVSD          |
| VSD                | Class            |
| InitTreeVars       | Class_Name       |
| SetDirectory       | IsA              |
| CreateTrees        | ShowMembers      |
| DeleteTrees        | Streamer         |
| CreateBranches     | StreamerNVirtual |
| SetBranchAddresses |                  |
| WriteTrees         |                  |

| ReveGui::VSDSelector |
|----------------------|
| fListTree            |
| mParticleSelection   |
| mHitSelection        |
| mClusterSelection    |
| mRecSelection        |
| fRecursiveSelect     |
| fgIsA                |
| @~VSDSelector        |
| notify_browser       |
| VSDSelector          |
| LoadVSD              |
| SelectParticles      |
| ImportDaughtersRec   |
| SelectHits           |
| SelectClusters       |
| SelectRecTracks      |
| Class                |
| Class_Name           |
| IsA                  |
| ShowMembers          |
| Streamer             |
| StreamerNVirtual     |