

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	Obsolete
Execute	SaveAs	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@[@]	
GetOption	operator new	

AliAnalysisMuonUtility	
fgIsA	
@~AliAnalysisMuonUtility	GetMUONTrigHitsMapTrk
SetSparseRange	GetMuonTrigDevSign
IsAODEvent	GetLoCircuit
GetFiredTriggerClasses	GetTrackPair
GetNTracks	GetMCVertexZ
GetTrack	IsAODMCTrack
GetL0TriggerInputs	IsMCTrack
GetL1TriggerInputs	GetMotherIndex
GetL2TriggerInputs	GetDaughterIndex
IsAODTrack	IsPrimary
IsMuonTrack	GetMCProcess
IsMuonGhost	GetStatusCode
GetRabs	EAGetTZEROFlags
GetThetaAbsDeg	MuonMass2
GetMatchTrigger	GetVertexSPD
MatchApt	GetPassNumber
MatchLpt	GetPassNumber
MatchHpt	GetPassName
GetChi2perNDFtracker	GetPassName
GetChi2MatchTrigger	GetTrackHistory
GetXatVertex	Class
GetYatVertex	Class_Name
GetZatVertex	IsA
GetXatDCA	ShowMembers
GetYatDCA	Streamer
GetZatDCA	StreamerNVirtual
IsTrkChamberHit	AliAnalysisMuonUtility
GetMUONTrigHitsMapTrk	