

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fglsA
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	

AliVParticle
fglsA
@~AliVParticle
operator=
Px
Py
Pz
Pt
P
PxPyPz
Xv
Yv
Zv
XvYvZv
OneOverPt
Phi
Theta
E
M
Eta
Y
Charge
GetLabel
PdgCode
PID
Compare
IsSortable
Local2GlobalMomentum
Local2GlobalPosition
Global2LocalMomentum
Global2LocalPosition
GetMother
GetFirstDaughter
GetLastDaughter
SetGeneratorIndex
GetGeneratorIndex
Class
Class_Name
IsA
ShowMembers

AliCFParticle	
fPt	fMask
fEta	fglsA
fPhi	
fCharge	
@~AliCFParticle	E
AliCFParticle	M
AliCFParticle	Y
Pt	GetLabel
Phi	PdgCode
Eta	PID
Charge	IsEqual
Mask	SetPt
Px	SetEta
Py	SetPhi
Pz	SetCharge
P	SetMask
PxPyPz	Class
Xv	Class_Name
Yv	IsA
Zv	ShowMembers
XvYvZv	Streamer
OneOverPt	StreamerNVirtual
Theta	

TArrayF	
fArray	
fglsA	
@~TArrayF	GetSum
TArrayF	Reset
TArrayF	Reset
TArrayF	Set
TArrayF	Set
operator=	SetAt
Adopt	operator@[@]
AddAt	operator@[@]
At	Class
Copy	Class_Name
GetArray	IsA
GetArray	ShowMembers
GetAt	