

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	

AliConversionSelection	
fInputEvent	fBGPI0s
fMCEvent	fRandomizer
fEventCut	fBGHandler
fConversionCut	fInvMassRange[2]
fMesonCut	fCurrentEventNumber
fESDTrackCuts	fIsOwner
fGoodGammas	fgIsA
fPi0Candidates	
@~AliConversionSelection	GetInvMassRange
AliConversionSelection	GetGoodGammas
AliConversionSelection	GetNumberOfChargedTracks
AliConversionSelection	GetSPDMult
operator=	GetVZEROMult
ProcessEvent	GetEventNumber
GetNumberOfPi0s	GetCutString
GetNumberOfBGs	InitializeBGHandler
GetNumberOfPhotons	CalculatePi0Candidates
GetMultiplicity	CalculateBackground
GetPi0	RotateParticle
GetBG	MesonInMassWindow
GetPhoton	Class
GetPi0Candidates	Class_Name
GetBGPI0s	IsA
SetInvMassRange	ShowMembers
SetInvMassRange	