

**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	

**AliCorrectionManagerBase**

kIgnoreValue	fRun
kIgnoreField	fSys
kRun	fSNN
kSys	fField
kSNN	fMC
kField	fSatellite
kMC	fDB
kSatellite	fDebug
kStandard	fFallback
kFull	fgIsA
fCorrections	
flsInit	
@~AliCorrectionManagerBase	RegisterCorrection
SetPrefix	RegisterCorrection
SetEnableFallback	EnableCorrection
Store	GetCorrection
Append	GetCorrection
CleanUp	SetCorrectionFile
EnableCorrections	GetId
CheckCorrections	GetId
InitCorrections	Get
GetVertexAxis	Get
GetEtaAxis	CheckConditions
IsInit	ReadCorrections
Print	ReadCorrection
Browse	SetCorrectionFile
IsFolder	Class
SetDebug	Class_Name
AliCorrectionManagerBase	Base
AliCorrectionManagerBase	ShowMembers
AliCorrectionManagerBase	
operator=	