

TObject		
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	

TNamed
fName
fTitle
fgIsA
@~TNamed
TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

AliDielectronTrackRotator	
kRotatePositive	fCurrentTackN
kRotateNegative	fEvent
kRotateBothRandom	fTrackP
fIterations	fTrackN
fRotationType	fVTrackP
fStartAnglePhi	fVTrackN
fConeAnglePhi	fPdgLeg1
fkArrTracksP	fPdgLeg2
fkArrTracksN	fgIsA
fCurrentIteration	
fCurrentTackP	
@~AliDielectronTrackRotator	SetEvent
AliDielectronTrackRotator	SetPdgLegs
AliDielectronTrackRotator	SetKFTrackP
SetTrackArrays	GetKFTrackN
Reset	GetVTrackP
NextCombination	GetVTrackN
SetIterations	RotateTracks
SetRotationType	AliDielectronTrackRotator
SetStartAnglePhi	operator=
SetConeAnglePhi	Class
GetIterations	Class_Name
GetRotationType	IsA
GetStartAnglePhi	ShowMembers
GetConeAnglePhi	