

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	

AliSegmentID
fSegmentID
fgIsA
@~AliSegmentID
AliSegmentID
AliSegmentID
GetID
SetID
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

AliDigits	
fNrows	fNelems
fNcols	fCurrentRow
fElements	fCurrentCol
fIndex	fCurrentIndex
fBufType	fgIsA
fThreshold	
@~AliDigits	CurrentDigit
AliDigits	AcceptHisto
AliDigits	GenerHisto
operator=	DrawDigits
GetDigits	GetSize
GetDigitFast	GetDigitSize
GetDigitUnchecked	GetOverTh
SetDigitFast	GetDigitsColumn
BoundsOK	Invalidate
OutOfBoundsError	ExpandBuffer1
Allocate	CompresBuffer1
GetDigit	First0
ExpandBuffer	Next0
CompresBuffer	First1
First	Next1
Next	GetDigit1
SetThreshold	Class
GetThreshold	Class_Name
GetNRows	IsA
GetNcols	ShowMembers
CurrentRow	
CurrentColumn	