

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	

AliDimuCombinator	
fNParticle	fRate2
flmuon1	fMuon1
flmuon2	fMuon2
flmin1	fPtMin
flmin2	fEtaMin
flmax1	fEtaMax
flmax2	fgIsA
fRate1	
@~AliDimuCombinator	SmearGauss
AliDimuCombinator	Correlated
Copy	SetRate
Particle	SetRate
FirstMuon	Weight
NextMuon	Weight
FirstMuonSelected	DecayProbability
NextMuonSelected	FirstPartner
FirstMuonPair	NextPartner
NextMuonPair	FirstPartnerSelected
FirstMuonPairSelected	NextPartnerSelected
NextMuonPairSelected	Origin
ResetRange	Parent
SetFirstRange	Partner
SetSecondRange	Type
SetPtMin	AliDimuCombinator
SetEtaCut	operator=
Selected	Class
Selected	Class_Name
Mass	IsA
PT	ShowMembers
Pz	
Y	