

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	

AliDigitNew
fAmp
fld
fIndexInList
fgIsA
@~AliDigitNew
AliDigitNew
GetAmp
GetId
GetIndexInList
SetIndexInList
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

AliEMCALDigit	
kUnknown	fDEPrimary
kHG	fNiparent
kLG	fNMaxiparent
kLGnoHG	fpParent
kTrigger	fDEParent
kEmbedded	fMaxIter
fAmpFloat	fTime
fNSamples	fTimeR
fSamples	fChi2
fNSamplesHG	fNDF
fSamplesHG	fDigitType
fNprimary	fAmpCalib
fNMaxPrimary	fgIsA
fPrimary	
@~AliEMCALDigit	SetAmplitude
AliEMCALDigit	SetId
AliEMCALDigit	SetTime
AliEMCALDigit	SetTimeR
operator==	SetChi2
operator+	SetNDF
operator*	SetType
operator=	ShiftPrimary
Clear	GetNALTROSamplesLG
Compare	GetALTROSampleLG
GetAmplitude	GetNALTROSamplesHG
GetEta	GetALTROSampleHG
GetNprimary	GetNFALTROSamples
GetPrimary	GetFALTROSample
GetDEPrimary	SetALTROSamplesHG
GetNiparent	SetALTROSamplesLG
GetIpParent	SetFALTROSamples
GetDEParent	SetCalibAmp
GetPhi	GetCalibAmp
GetTime	Print
GetTimeR	Class
GetChi2	Class_Name
GetNDF	IsA
IsSortable	ShowMembers
GetType	
SetAmp	