

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	

AliEMCALRawDigit
fId
fNSamples
fSamples
fAmplitude
fTime
fgIsA
@~AliEMCALRawDigit
AliEMCALRawDigit
AliEMCALRawDigit
Clear
IsSortable
Compare
SetId
SetAmplitude
SetTime
SetTimeSamples
GetId
GetAmplitude
GetTime
GetNSamples
GetTimeSample
GetMaximum
Print
AliEMCALRawDigit
operator=
Class
Class_Name
IsA
ShowMembers

AliEMCALTriggerRawDigit
fTriggerBits
fNL0Times
fL0Times[10]
fL1TimeSum
fgIsA
@~AliEMCALTriggerRawDigit
AliEMCALTriggerRawDigit
AliEMCALTriggerRawDigit
SetTriggerBit
SetL0Time
GetTriggerBit
GetTriggerBits
GetL0Time
GetL0Times
GetNL0Times
GetL0TimeSum
SetL1TimeSum
GetL1TimeSum
Print
AliEMCALTriggerRawDigit
operator=
Class
Class_Name
IsA
ShowMembers