

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	

AliEMCALTriggerSTURawStream	
fRawReader	fADC[32][96]
fL1JetThreshold[2]	fV0A
fL1GammaThreshold[2]	fV0C
fL0GammaPatchIndex[3][0][2]	fRegionEnable
fL1GammaPatchIndex[3][0][2]	fFrameReceived
fL1JetPatchIndex[200][2]	fFwVersion
fNL0GammaPatch	fgIsA
fNL1JetPatch[2]	
fNL1GammaPatch[2]	
fGetRawData	
@~AliEMCALTriggerSTURawStream	GetL1GammaPatch
AliEMCALTriggerSTURawStream	GetL1JetPatch
AliEMCALTriggerSTURawStream	GetStream
Reset	GetV0C
ReadPayload	GetG
DecodeL1JetPatchIndex	GetRegionEnable
DecodeL1GammaPatchIndex	GetFrameReceived
DecodeL0GammaPatchIndex	GetFwVersion
DecodeTRUADC	AliEMCALTriggerSTURawStream
DumpPayload	operator=
GetADC	GetThreshold
GetL1JetThreshold	Class
GetL1GammaThreshold	Class_Name
GetNL0GammaPatch	IsA
GetNL1GammaPatch	ShowMembers
GetNL1JetPatch	
GetRawData	
GetL0GammaPatch	