

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fglsA
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	

TNamed
fName
fTitle
fglsA
@~TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

AliVCaloTrigger
fglsA
@~AliVCaloTrigger
operator=
IsEmpty
Reset
Allocate
DeAllocate
Add
SetL1Threshold
SetL1V0
SetL1FrameMask
GetPosition
GetAmplitude
GetTime
GetTriggerBits
GetNL0Times
GetL0Times
GetEntries
GetL1TimeSum
GetL1Threshold
GetL1V0
GetL1FrameMask
Next
Copy
Class
Class_Name
IsA
ShowMembers

AliESDCaloTrigger	
fNEntries	fL1TimeSum
fCurrent	fTriggerBits
fColumn	fL1Threshold[4]
fRow	fL1V0[2]
fAmplitude	fL1FrameMask
fTime	fglsA
fNL0Times	
fL0Times	
@~AliESDCaloTrigger	GetNL0Times
AliESDCaloTrigger	GetL0Times
AliESDCaloTrigger	GetEntries
operator=	GetL1TimeSum
IsEmpty	GetL1Threshold
Reset	GetL1V0
Allocate	GetL1FrameMask
DeAllocate	Next
Add	Copy
SetL1Threshold	Print
SetL1V0	Class
SetL1FrameMask	Class_Name
GetPosition	IsA
GetAmplitude	ShowMembers
GetTime	
GetTriggerBits	