

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	

TNamed
fName
fTitle
fgIsA
@~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

AliVHeader
fgIsA
@~AliVHeader
operator=
GetBunchCrossNumber
GetOrbitNumber
GetPeriodNumber
GetTriggerMask
GetTriggerCluster
GetEventType
GetCocktailHeaders
GetL0TriggerInputs
GetL1TriggerInputs
GetL2TriggerInputs
GetIRInt2InteractionMap
GetIRInt1InteractionMap
GetIRInt2ClosestInteraction
GetIRInt1ClosestInteraction
Print
Class
Class_Name
IsA
ShowMembers

AliESDHeader	
kNTriggerInputs	fTriggerScalers
fTriggerMask	fTriggerScalersDel
fTriggerMaskNext50	fTriggerScalersDel
fOrbitNumber	kNMaxIR
fTimeStamp	fIRArray[3]
fEventType	fTriggerInputsName
fEventSpecie	fCTPCongif
fPeriodNumber	fIRBufferArray
fEventNumberInFile	fIRInt2Interactions
fBunchCrossNumber	fIRInt1Interactions
fTriggerCluster	fTPCNoiseFilterCo
fL0TriggerInputs	fgIsA
fL1TriggerInputs	
fL2TriggerInputs	
@~AliESDHeader	GetFiredTriggerInp
AliESDHeader	IsTriggerInputFired
AliESDHeader	GetCTPCongif
operator=	FindIRInt2Interactio
Copy	GetIRInt2Interactio
SetTriggerMask	GetIRInt1Interactio
SetTriggerMaskNext50	GetIRInt2ClosestInt
SetOrbitNumber	GetIRInt1ClosestInt
SetTimeStamp	GetIRInt2LastInter
SetEventType	GetTriggerMask
SetEventSpecie	GetTriggerMaskNext
SetEventNumberInFile	GetTriggerMaskAll
SetBunchCrossNumber	GetOrbitNumber
SetPeriodNumber	GetTimeStamp
SetTriggerCluster	GetEventType
AddTriggerIR	GetEventSpecie
SetCTPCongif	GetEventNumberIn
SetL0TriggerInputs	GetBunchCrossNum
SetL1TriggerInputs	GetPeriodNumber
SetL2TriggerInputs	GetTriggerCluster
GetL0TriggerInputs	GetTriggerIREntrie
GetL1TriggerInputs	GetTriggerIREntrie
GetL2TriggerInputs	GetIRArray
SetTriggerScalersRecon	Recon
SetTriggerScalersDel	Del
SetTriggerScalersDel	Del
GetTriggerScalersRecon	Recon
GetTriggerScalersDel	Del
GetTriggerScalersDel	Del
GetTriggerIR	Class
GetTriggerIR	Class_Name
SetActiveTriggerInputs	Is
GetTriggerInputName	ShowMembers
GetActiveTriggerInputs	