

**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	

**AliESDRecV0Info**

fT1	fV0recOff
fT2	fMultiple
fDist1	fRecStatus
fDist2	fV0MultipleOn
fInvMass	fV0MultipleOff
fPdr[3]	fKFreqChi2NC
fXr[3]	fKFreqChi2C
fRs[2]	fKFreqChi2CM
fDistMinR	fKFreqNC
fPm[3]	fKFreqC
fAngle[3]	fKFreqCM
fRr	fKFreqOffChi2NC
fLab[2]	fKFreqOffChi2C
fPointAngleFi	fKFreqOffChi2CM
fPointAngleTh	fKFOffRecNC
fPointAngle	fKFOffRecC
fV0Status	fKFOffRecCM
fV0tpc	fgIsA
fV0its	
fV0rec	
@~AliESDRecV0Info	operator=
AliESDRecV0Info	Class
Reset	Class_Name
Update	IsA
UpdateKF	ShowMembers
AliESDRecV0Info	