

**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	

**AliFMDCorrELossFit::ELossFit**

fN	fESigmaN
fNu	fEA
fChi2	fQuality
fC	fDet
fDelta	fRing
fXi	fBin
fSigma	fMaxWeight
fSigmaN	fgMaxRelError
fA	fgLeastWeight
fEC	fgMaxChi2nu
fEDelta	fgIsA
fEXi	
fESigma	
@~ELossFit	GetQuality
ELossFit	GetDet
ELossFit	GetRing
ELossFit	GetBin
ELossFit	Evaluate
operator=	EvaluateWeighted
GetN	FindMaxWeight
GetNu	GetF1
GetChi2	FindProbabilityCut
GetC	IsSortable
GetDelta	Compare
GetXi	Print
GetSigma	Draw
GetSigmaN	Browse
GetAs	GetName
GetA	GetLowerBound
GetEC	GetLowerBound
GetEDelta	CalculateQuality
GetEXi	Class
GetESigma	Class_Name
GetESigmaN	IsA
GetEAs	ShowMembers
GetEA	