

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	

AliFMDMap	
kMaxDetectors	kBaseOuter
kMaxRings	kFMD1Base
kMaxSectors	kFMD2Base
kMaxStrips	kFMD3Base
kInner	kNeedUShort
kOuter	fMaxDetectors
kNStripOuter	fMaxRings
kNStripInner	fMaxSectors
kNSectorInner	fMaxStrips
kNSectorOuter	fgIsA
kBaselInner	
@~AliFMDMap	AtAsUShort
MaxDetectors	AtAsUShort
MaxRings	AtAsBool
MaxSectors	AtAsBool
MaxStrips	IsFloat
CalcCoords	IsInt
CalcIndex	IsUShort
CheckIndex	IsBool
CheckNeedUShort	Ptr
operator*=	Coords2Index
operator/=	Coords2IndexOld
operator+=	Index2CoordsOld
operator-=	Index2Coords
ForEach	Class
MaxIndex	Class_Name
Print	IsA
AtAsFloat	ShowMembers
AtAsFloat	Streamer
AtAsInt	
AtAsInt	

AliFMDFloatMap
fTotal
fData
fgIsA
@~AliFMDFloatMap
AliFMDFloatMap
AliFMDFloatMap
AliFMDFloatMap
AliFMDFloatMap
operator=
Reset
operator()
operator()
Data
Print
Ptr
MaxIndex
AtAsFloat
AtAsFloat
IsFloat
Class
Class_Name
IsA
ShowMembers