

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

AliGeometry	
fgIsA	
@~AliGeometry	
GetGlobal	
GetGlobal	
Impact	
Class	
Class_Name	
IsA	
ShowMembers	
Streamer	

AliFMDGeometry	
fIsInitialized	fBuilder
fInner	fDetectorOff
fOuter	fModuleOff
fFMD1	fRingOff
fFMD2	fSectorOff
fFMD3	fActive
fUseFMD1	fDetailed
fUseFMD2	fUseAssembly
fUseFMD3	fgIsA
fIsInitTrans	
fgInstance	
	SetSectorOff
Instance	IsActive
Init	SetActive
InitTransformations	AddActive
GetInner	ActiveIds
GetOuter	SetBuilder
GetFMD1	ExtractGeomInfo
GetFMD2	SetDetailed
GetFMD3	IsDetailed
GetDetector	UseAssembly
GetRing	GetGlobal
Disable	GetGlobal
Enable	Impact
GetSiDensity	SetAlignableVolume
Detector2XYZ	XYZ2REtaPhiTheta
XYZ2Detector	AliFMDGeometry
Build	AliFMDGeometry
GetDetectorOff	AliFMDGeometry
GetModuleOff	operator=
GetRingOff	Class
GetSectorOff	Class_Name
SetDetectorOff	IsA
SetModuleOff	ShowMembers
SetRingOff	