

| 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           |
| kBaseInner      |                 |
| @~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         |                 |