

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fglsA
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	

TParticle	
fPdgCode	fVx
fStatusCode	fVy
fMother[2]	fVz
fDaughter[2]	fVt
fWeight	fPolarTheta
fCalcMass	fPolarPhi
fPx	fParticlePDG
fPy	fglsA
fPz	
fE	
@~TParticle	P
TParticle	Pt
TParticle	Energy
TParticle	Eta
TParticle	Y
operator=	Phi
GetStatusCode	Theta
GetPdgCode	SetFirstMother
GetFirstMother	SetMother
GetMother	SetLastMother
GetSecondMother	SetFirstDaughter
IsPrimary	SetDaughter
GetFirstDaughter	SetLastDaughter
GetDaughter	SetCalcMass
GetLastDaughter	SetPdgCode
GetCalcMass	SetPolarisation
GetMass	SetPolarisation
GetNDaughters	SetStatusCode
GetWeight	SetWeight
GetPolarisation	SetMomentum
GetPDG	SetMomentum
Beauty	SetProductionVertex
Charm	SetProductionVertex
Strangeness	Paint
Momentum	Print
ProductionVertex	Sizeof3D
Vx	DistancetoPrimitive
Vy	ExecuteEvent
Vz	GetName
T	GetTitle
R	Class
Rho	Class_Name
Px	IsA
Py	ShowMembers
Pz	

AliFastParticle
fglsA
@~AliFastParticle
AliFastParticle
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TAttLine	
fLineColor	fglsA
fLineStyle	
fLineWidth	
@~TAttLine	SetLineAttributes
TAttLine	SetLineColor
TAttLine	SetLineStyle
Copy	SetLineWidth
DistancetoLine	Class
GetLineColor	Class_Name
GetLineStyle	IsA
GetLineWidth	ShowMembers
Modify	Streamer