

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@[operator=
TObject	Hash	operator delete@[@Clone
TObject	InheritsFrom	operator delete@[@Clone
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	Print	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		
Clear		
Compare		
Copy		
FillBuffer		
GetName		
GetTitle		
Hash		
IsSortable		
SetName		
SetNameTitle		
SetTitle		
Is		
Print		
Sizeof		
Class		
Class_Name		
IsA		
ShowMembers		

AliGenerator		
fMCEvGen	fAnalog	kThetaRange
fThetaMin	fVertexSmear	kVertexRange
fThetaMax	fVertexSource	kPhiRange
fPhiMin	fCutVertexZ	kPtRange
fPhiMax	fPileUpTimeWindow	kVRange
fPMin	fTrackIt	kMomentumRange
fPMax	fVertexGenerator	kEtaRange
fPMin	fOrigin	fEnergyCMS
fPMax	fSigma	fAProjectile
fYMin	fVertex	fZProjectile
fYMax	fTimeOrigin	fATarget
fVMin	fTime	fZTarget
fVMax	fEvPlane	fProjectile
fVpart	fStack	fTarget
fParentWeight	fContainer	fgIsA
fChildWeight	fCollisionGeometry	
@-AliGenerator	SetVertexSource	NeedsCollisionGeometry
Init	SetVertex	CollisionGeometry
SetOrigin	SetVertexGenerator	CollisionGeometry
SetOrigin	SetPileUpTimeWindow	SetEnergyCMS
SetSigma	SetTime	SetEnergyCMS
SetSigmaZ	SetTimeOrigin	GetProjectile
SetMomentumRange	SetTrackingFlag	GetTarget
SetPtRange	Vertex	SetProjectile
SetPhiRange	VertexExternal	SetTarget
SetYRange	VertexInternal	PushTrack
SetVRange	FinishRun	PushTrack
SetNumberParticles	SetMC	KeepTrack
NumberParticles	GetMC	SetHighWaterMark
SetThetaRange	AddHeader	operator=
GenerateN	SetContainer	Class
Generate	SetEventPlane	Class_Name
SetParentWeight	GetOrigin	IsA
SetChildWeight	GetOrigin	ShowMembers
SetAnalog	SetStack	
SetVertexSmear	GetStack	
SetCutVertexZ	ProvidesCollisionGeometry	

AliGenACORDE		
fIpart	fAzimuthMax	
fCRMode	fPRange	
fCRModeName	fPResolution	
fXwidth	fAp	
fNx	fMomentumDist	
fZwidth	fUnfoldedMomentumDist	
fNz	fZenithDist	
fMuonGrid	fPDist	
fZenithMin	fNParticles	
fZenithMax	fgIsA	
fAzimuthMin		
@-AliGenACORDE	SetNumberOfParticles	
AliGenACORDE	GetMomentumDistribution	
AliGenACORDE	GetUnfoldedDistribution	
Init	GetArray	
Generate	InitApWeightFactors	
SetPart	InitMomentumGeneration	
SetMode	InitZenithAngleGeneration	
GetMode	GenerateOneMuonBundle	
SetZenithAngle	GenerateOneSingleMuon	
SetAzimuthalAngle	GenerateACORDE	
SetGridRange	operator=	
GetMomentumResolution	Class	
SetMomentumDistribution	ClassNameFunction	
SetZenithDistribution	ClassFunction	
SetMomentumResolution	ShowMembers	
GetMomentum		
GetZenithAngle		

AliRndm		
fRandom	fgIsA	
@-AliRndm	Rndm	Class_Name
AliRndm	Rndm	IsA
AliRndm	WriteRandom	ShowMembers
operator=	ReadRandom	
SetRandom	Copy	
GetRandom	Class	