

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
fPtMin	fOrigin	fEnergyCMS
fPtMax	fSigma	fAProjectile
fYMin	fVertex	fZProjectile
fYMax	fTimeOrigin	fATarget
fVMin	fTime	fZTarget
fVMax	fEvPlane	fProjectile
fNpart	fStack	fTarget
fParentWeight	fContainer	fgIsA
fChildWeight	fCollisionGeometry	
@~AliGenerator	SetVertexSource	NeedsCollisionGeometry
Init	SetVertex	CollisionGeometry
SetOrigin	SetVertexGenerator	CollisionGeometry
SetOrigin	SetPileUpTimeWindow	CollisionGeometry
SetSigma	SetTime	SetEnergyCMS
SetSigmaZ	SetTimeOrigin	GetProjectile
SetMomentumRange	SetTrackingFlag	GetTarget
SetPtRange	Vertex	SetProjectile
SetPhiRange	VertexExternal	SetTarget
SetYRange	VertexInternal	PushTrack
SetVRange	FinishRun	PushTrack
SetNumberParticlesMC	SetMC	KeepTrack
NumberParticlesGetMC	GetMC	SetHighWaterMark
SetThetaRange	AddHeader	operator=
GenerateN	SetContainer	Class
Generate	SetEventPlane	Class_Name
SetParentWeight	GetOrigin	IsA
SetChildWeight	GetOrigin	ShowMembers
SetAnalog	SetStack	
SetVertexSmear	GetStack	
SetCutVertexZ	ProvidesCollisionGeometry	

AliGenCosmicsParam		
fParamMI	fSDDinner	
fParamACORDE	fSDDouter	
fParamDataTPC	fSSDinner	
fYOrigin	fSSDouter	
fMaxAngleWRTV0	fACORDE	
fBkg	fACORDE4ITS	
fTPC	fBottomScintillator	
fITS	fgIsA	
fSPDinner		
fSPDouter		
@~AliGenCosmicsParam	SetSPDinner	
AliGenCosmicsParam	SetInSPDouter	
Generate	SetInSDDinner	
Init	SetInSDDouter	
SetParamMI	SetInSSDinner	
SetParamACORDE	SetInSSDouter	
SetParamDataTPC	IntersectCylinder	
SetYOrigin	IntersectACORDE	
SetMaxAngleWRTV0	IntersectBottomScintillator	
SetBkg	Class	
SetInACORDE	Class_Name	
SetInBottomScintillator	Class	
SetInTPC	ShowMembers	
SetInITS		

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