

Object		
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	

AliGenReader
kPDG
kGEANT3
fFileName
fCode
fgIsA
@~AliGenReader
SetFileName
GetRunLoader
Init
NextEvent
NextParticle
RewindEvent
SetParticleCode
operator=
Copy
Class
Class_Name
IsA
ShowMembers

AliGenReaderTreeK
fNcurrent
fNparticle
fNp
fInRunLoader
fBaseFile
fStack
fOnlyPrimaries
fDirs
fCurrentDir
fgkEventFolderName
fgIsA
@~AliGenReaderTreeK
AliGenReaderTreeK
AliGenReaderTreeK
Init
NextEvent
NextParticle
RewindEvent
SetFirstEvent
SetOnlyPrimaries
operator=
SetDirs
AddDir
GetRunLoader
GetDirName
GetParticle
Copy
Class
Class_Name
IsA
ShowMembers