

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	

TNamed	
fName	
fTitle	
fgIsA	
@~TNamed	
TNamed	
TNamed	
TNamed	
operator=	
Clear	
Clone	
Compare	
Copy	
FillBuffer	
GetName	
GetTitle	
Hash	
IsSortable	
SetName	
SetNameTitle	
SetTitle	
Is	
Print	
Sizeof	
Class	
Class_Name	
IsA	
ShowMembers	

AliiDetectorEventHeader	
fgIsA	
@~AliiDetectorEventHeader	
AliiDetectorEventHeader	
AliiDetectorEventHeader	
Class	
Class_Name	
IsA	
ShowMembers	
Streamer	
StreamerNVirtual	

AliiTSEventHeader	
fEventTypeSDD	fMiniEvid[3]
fL1TriggerType[3]	fSubDet[3]
fOrbitNumber[3]	fVersion[3]
fBunchCross[3]	fJitterSDD
fBlockAttr[3]	fgIsA
fTriggerClass[3]	
fStatusBits[3]	
@~AliiTSEventHeader	SetOrbitNumber
AliiTSEventHeader	SetBunchCross
AliiTSEventHeader	SetBlockAttributes
GetEventTypeSDD	SetTriggerClass
GetL1TriggerType	SetStatusBits
GetOrbitNumber	SetMiniEvid
GetBunchCross	SetSubDet
GetBlockAttributes	SetVersion
GetTriggerClass	SetJitterSDD
GetStatusBits	Class
GetMiniEvid	Class_Name
GetSubDet	IsA
GetVersion	ShowMembers
GetJitterSDD	Streamer
SetEventTypeSDD	StreamerNVirtual
SetL1TriggerType	