

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	

AliITSPDscanInfo	
fType	fRowStart
fDataFormat	fRowEnd
fRunNr	fDacStep
fRouterNr	fDacStart
fHalfStaveScanned[6]	fDacEnd
fNSteps	fDCSVersion
fTriggers	fgIsA
fChipPresent[60]	
@~AliITSPDscanInfo	GetRouterNr
AliITSPDscanInfo	GetRouterNr
AddScanStep	GetHalfStaveScanned
ClearThis	GetDataFormat
SetType	GetTriggers
SetRunNr	GetChipPresent
SetRouterNr	GetRowStart
SetHalfStaveScanned	GetRowEnd
SetDataFormat	GetDacStart
SetTriggers	GetDacEnd
SetChipPresent	GetDacStep
SetRowStart	GetDCSVersion
SetRowEnd	Class
SetDacStart	Class_Name
SetDacEnd	IsA
SetDacStep	ShowMembers
SetDCSVersion	Streamer
IncrementTriggers	StreamerNVirtual
GetNSteps	
GetType	

AliITSPDscanInfoMultiple
fDacId
fDacValues
fgIsA
@~AliITSPDscanInfoMultiple
AliITSPDscanInfoMultiple
AddScanStep
SetDacId
SetDacValue
GetDacId
GetDacValue
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual