

| 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       |
| TNamed       |
| operator=    |
| Clear        |
| Clone        |
| Compare      |
| Copy         |
| FillBuffer   |
| GetName      |
| GetTitle     |
| Hash         |
| IsSortable   |
| SetName      |
| SetNameTitle |
| SetTitle     |
| Is           |
| Print        |
| Sizeof       |
| Class        |
| Class_Name   |
| IsA          |
| ShowMembers  |

| AliTriggerDetector   |
|----------------------|
| fMask                |
| fInputs              |
| fgIsA                |
| @~AliTriggerDetector |
| AliTriggerDetector   |
| AliTriggerDetector   |
| AssignInputs         |
| CreatInputs          |
| Trigger              |
| AddInput             |
| SetInput             |
| SetInput             |
| GetInputs            |
| GetMask              |
| GetInput             |
| GetInput             |
| Print                |
| operator=            |
| Class                |
| Class_Name           |
| IsA                  |
| ShowMembers          |

| AliITTrigger         |
|----------------------|
| fPITprocessor        |
| fgIsA                |
| @~AliITTrigger       |
| AliITTrigger         |
| AliITTrigger         |
| SetTriggerConditions |
| CreatInputs          |
| Trigger              |
| Class                |
| Class_Name           |
| IsA                  |
| ShowMembers          |