

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	

AliITSUSDigit	
kBufferSize	fSignal[10]
fChip	fTsignal
fNTracks	fNoise
fROCycle	fSignalAfterElect
fTrack[10]	fgIsA
fHits[10]	
@~AliITSUSDigit	GetHit
AliITSUSDigit	GetChip
AliITSUSDigit	GetNTracks
AliITSUSDigit	GetROCycle
AliITSUSDigit	Add
operator=	AddTo
GetSignal	ShiftIndices
GetSignal	Print
GetSignalAfterElect	Read
GetSumSignal	IsSortable
GetNoise	IsEqual
GetNsignals	Compare
AddSignal	GetBufferSize
AddSignalAfterElect	Class
AddNoise	Class_Name
SetNoise	IsA
SetROCycle	ShowMembers
GetTrack	