

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	

AliITSUSimulation	
kMaxROCcycleAccept	fReadOutCycleOffset
fSeg	fReadOutCycleLength
fCalibDead	fEvent
fCalibNoisy	fDebug
fSensMap	fCyclesID[253]
fSimuParam	fgIsA
fResponseParam	
fChip	
@~AliITSUSimulation	SetCalibNoisy
operator=	SetSegmentation
Init	SetSimuParam
UpdateMapSignal	SetResponseParam
UpdateMapNoise	SetMap
InitSimulationChip	SetChip
SDigitiseChip	SetEvent
FinishSDigitiseChip	SetDebug
AddSDigitsToChip	SetNoDebug
DigitiseChip	ClearMap
CreateFastRecPoints	GetReadOutCycleOffset
GenerateReadOutCycleOffset	SetReadOutCycleOffset
GetCalibDead	GetReadOutCycleLength
GetCalibNoisy	SetReadOutCycleLength
GetSegmentation	GenOrderedSample
GetSimuParam	GausInt1D
GetMap	GausInt2D
GetChip	Class
GetResponseParam	Class_Name
GetEvent	IsA
GetDebug	ShowMembers
SetCalibDead	