

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	

AliHit
fTrack
fX
fY
fZ
fgIsA
@~AliHit
AliHit
AliHit
GetTrack
SetTrack
X
Y
Z
Track
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

AliITShit	
fStatus	fStatus0
fModule	fx0
fPx	fy0
fPy	fz0
fPz	ft0
fDestep	fgIsA
fTof	
@~AliITShit	GetPositionG0
AliITShit	GetPositionG0
AliITShit	GetPositionL
AliITShit	GetPositionL
AliITShit	GetPositionL
operator=	GetPositionL
SetModule	GetPositionLO
SetShunt	GetXL
SetPosition	GetYL
SetStartPosition	GetZL
SetTime	GetMomentumG
SetStartTime	GetMomentumG
SetStatus	GetPXG
SetStartStatus	GetPYG
SetEdep	GetPZG
SetMomentum	GetParticle
GetTrackStatus	StatusInside
GetTrackStatus0	StatusEntering
GetLayer	StatusExiting
GetLadder	StatusOut
GetDetector	StatusDisappeared
GetDetectorID	StatusStop
GetModule	StatusAlive
GetIonization	Print
GetPositionG	Read
GetPositionG	Print
GetTOF	Read
GetPositionG	Class
GetPositionG	Class_Name
GetXG	IsA
GetYG	ShowMembers
GetZG	