

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fglsA
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	

AliITSMAP
fglsA
@~AliITSMAP
FillMap
FillMap2
ClearMap
SetHit
SetThreshold
SetThresholdArr
DeleteHit
FlagHit
GetHitIndex
GetHit
TestHit
GetSignal
Class
Class_Name
IsA
ShowMembers
Streamer

AliITSpList	
fNi	fEntries
fNj	fglsA
fa	
@~AliITSpList	DeleteHit
AliITSpList	GetHitIndex
AliITSpList	GetHit
AliITSpList	TestHit
operator=	GetpListItem
GetMaxMapIndex	GetpListItem
GetMaxIndex	FillMap
GetEntries	FillMap2
GetNEntries	SetThreshold
GetMapIndex	SetThresholdArr
GetSignal	SetHit
GetSignal	FlagHit
GetSignalOnly	GetCell
GetNoise	GetIndex
GetTSignal	GetIndex
GetTrack	NotImplemented
GetHit	Class
GetNSignals	Class_Name
AddItemTo	IsA
AddSignal	ShowMembers
AddNoise	
ClearMap	