

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	

AliITSimulation
fDetType
fpList
fModule
fEvent
fDebug
fgIsA
@~AliITSimulation
operator=
Init
SDigitiseModule
InitSimulationModule
AddSDigitsToModule
FinishSDigitiseModule
DigitiseModule
CreateFastRecPoints
GetCalibrationModel
SetCalibrationModel
GetSegmentationModel
SetSegmentationModel
GetMap
SetMap
ClearMap
SetModuleNumber
GetModuleNumber
SetEventNumber
GetEventNumber
SetDebug
SetNoDebug
GetDebug
SetDetType
Class
Class_Name
IsA
ShowMembers

AliITSimulationSDD	
fITS	fHis
fHitMap2	fFlag
fHitSigMap2	fCrosstalkFlag
fHitNoiMap2	fDoFFT
fElectronics	fNofMaps
flnZR	fMaxNofSamples
flnZI	fScaleSize
fOutZR	fgIsA
fOutZI	
fAnodeFire	
@~AliITSimulationSDD	SDigitsToModule
AliITSimulationSDDFinishSDigitiseModule	SDigitiseModule
AliITSimulationSDDWriteSDigits	
Init	FinishDigits
GetSegmentationModel	DigitiseModule
SetSegmentationModel	DigitsToAnalogDigits
ScaleFourier	CreateHistograms
SetPerpendTracksFlag	FillHistograms
PerpendTracksFlag	ResetHistograms
SetCrosstalkFlag	GetHistArray
CrosstalkFlag	WriteToFile
FastFourierTransform	GetAnode
Convert10to8	SetDoFFT
Convert8to10	PrintStatus
Compress2D	AliITSimulationSDD
StoreAllDigits	operator=
AddDigit	Class
ChargeToSignal	Class_Name
ApplyCrosstalk	IsA
InitSimulationModule	ShowMembers
ClearMaps	
SDigitiseModule	