

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

AliITSimulationSSD	
fMapA2	fLorentz
flonE	fTanLorAngP
fDifConst[2]	fTanLorAngN
fDriftVel[2]	fgIsA
fTimeResponse	
@~AliITSimulationSSD	SetTanLorAngleN
AliITSimulationSSDPrint	
AliITSimulationSSDRead	
operator=	Print
AliITSimulationSSDRead	
GetSegmentationModel	NumOfSteps
SetSegmentationModel	GetList
Init	ChargeToSignal
InitSimulationModule	WriteSDigits
FinishSDigitiseModule	SDigitToDigit
DigitiseModule	FillMapFromList
SDigitiseModule	IntegrateGaussian
HitsToAnalogDigits	ApplyNoise
HitToDigit	ApplyCoupling
GetlonizeE	ApplyDeadChannels
SetlonizeE	F
GetDiffConst	GetNStrips
SetDiffConst	GetStripPitch
GetDriftVelocity	Class
SetDriftVelocity	Class_Name
SetLorentzDrift	IsA
SetTanLorAngle	ShowMembers
GetTanLorAngleP	