

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	

AliMUONDspHeader	
fDataKey	fPaddingWord
fTotalLength	fErrorWord
fLength	fgkHeaderLength
fDspId	fgkDefaultDataKey
fBIKL1ATrigger	fgkDefaultPaddingWord
fMiniEventId	fBusPatchArray
fL1ATrigger	fgIsA
fL1RTrigger	
@~AliMUONDspHeader	SetLength
AliMUONDspHeader	SetDspId
AliMUONDspHeader	SetBIKL1ATrigger
AliMUONDspHeader	SetMiniEventId
operator=	SetL1ATrigger
GetDataKey	SetL1RTrigger
GetTotalLength	SetPaddingWord
GetLength	SetErrorWord
GetDspId	GetHeader
GetBIKL1ATrigger	AddBusPatch
GetMiniEventId	GetBusPatchArray
GetL1ATrigger	GetBusPatchEntries
GetL1RTrigger	GetBusPatchEntry
GetPaddingWord	Clear
GetErrorWord	Print
GetHeaderLength	Class
GetDefaultDataKey	Class_Name
GetDefaultPaddingWord	IsA
SetDataKey	ShowMembers
SetTotalLength	