

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	

AliMUONVStore
fgIsA
@~AliMUONVStore
Add
Clear
Create
Create
CreateIterator
CanConnect
Connect
FindObject
FindObject
FindObject
FindObject
GetSize
GetSize
IsEmpty
Print
Print
Class
Class_Name
IsA
ShowMembers
Streamer

AliMUONVHitStore
fgIsA
@~AliMUONVHitStore
Add
Add
Create
CreateIterator
Collection
Class
Class_Name
IsA
ShowMembers
Streamer

AliMUONHitStoreV1
fHits
fgIsA
@~AliMUONHitStoreV1
AliMUONHitStoreV1
AliMUONHitStoreV1
Add
CanConnect
Clear
Connect
Create
CreateIterator
Collection
GetSize
AliMUONHitStoreV1
operator=
HitsPtr
Hits
Class
Class_Name
IsA
ShowMembers