

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	

AliMUONLocalTrigger	
fLoCircuit	fX3Pattern
fLoStripX	fX4Pattern
fLoDev	fY1Pattern
fLoSdev	fY2Pattern
fLoTrigY	fY3Pattern
fLoStripY	fY4Pattern
fLoLpt	fHitPatternFromResponse
fLoHpt	fTriggerWithoutChamber
fX1Pattern	fgIsA
fX2Pattern	
@~AliMUONLocalTrigger	SetLoCircuit
AliMUONLocalTrigger	SetLoStripX
AliMUONLocalTrigger	SetLoDev
operator=	SetLoSdev
LoCircuit	SetLoTrigY
LoStripX	SetLoStripY
LoDev	SetLoLpt
LoSdev	SetLoHpt
LoTrigY	SetX1Pattern
LoStripY	SetX2Pattern
LoLpt	SetX3Pattern
LoHpt	SetX4Pattern
GetX1Pattern	SetY1Pattern
GetX2Pattern	SetY2Pattern
GetX3Pattern	SetY3Pattern
GetX4Pattern	SetY4Pattern
GetXPattern	SetLocalStruct
GetY1Pattern	SetLocalStruct
GetY2Pattern	IsNull
GetY3Pattern	Print
GetY4Pattern	GetName
GetYPattern	SetTriggerWithoutChamber
GetLoDecision	SetNoHitInPlane
GetDeviation	Class
SetDeviation	Class_Name
IsTrigX	IsA
IsTrigY	ShowMembers
GetHitPatternFromResponse	
GetTriggerWithoutChamber	