

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	

AliMUONPad

fIsSaturated	fStatus
fIsReal	fDimensions
fClusterId	fPosition
fCathode	fCharge
fDetElemId	fChargeBackup
flx	fgIsA
fly	
@~AliMUONPad	SetCharge
AliMUONPad	SetChargeBackup
AliMUONPad	SetCoord
AliMUONPad	SetStatus
AliMUONPad	SetClusterId
BackupCharge	SetSaturated
Cathode	SetSize
Coord	SetReal
Charge	Shift
ChargeBackup	Size
DetElemId	Status
Dimensions	X
DX	Y
DY	Overlap
IsReal	AreOverlapping
IsSaturated	AreOverlapping
IsSortable	AreNeighbours
Compare	Init
IsUsed	Class
lx	Class_Name
ly	IsA
Paint	ShowMembers
Position	Streamer
Print	StreamerNVirtual
Release	
RevertCharge	