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	

AliMUONPainterRegistry

fgInstance
fPainterMatrices
fHistoryMenu
fMenuBar
fHistoryCounter
fgIsA

@~AliMUONPainterRegistry
FindIndexOf
HistoryMenuActivated
Instance
NumberOfPainterMatrices
PainterMatrix
PainterMatrix
AddToHistory
PainterMatrixWasRegistered
PainterMatrixWasUnregistered
PainterMatrixWantToShow
Print
Register
SetMenuBar
Unregister
AliMUONPainterRegistry
AliMUONPainterRegistry
operator=
Class
Class_Name
IsA
ShowMembers

TQObject

fListOfSignals
fListOfConnections
fSignalsBlocked
fgAllSignalsBlocked
fgIsA

@~TQObject
GetSender
GetSenderClassName
ConnectToClass
ConnectToClass
CheckConnectArgs
TQObject
operator=
TQObject
GetListOfClassSignals
GetListOfSignals
GetListOfConnections
AreSignalsBlocked
BlockSignals
CollectClassSignalLists
EmitVA
EmitVA
Emit
Emit
Emit
Emit
Emit
Emit
Emit
Emit
Emit
Emit