

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	

AliMUONVCluster
fgIsA
@~AliMUONVCluster
Clear
SetXYZ
GetX
GetY
GetZ
SetErrXY
GetErrX
GetErrX2
GetErrY
GetErrY2
SetCharge
GetCharge
BuildUniqueID
GetChamberId
GetDetElemId
GetClusterIndex
GetChamberId
GetDetElemId
SetDigitsId
AddDigitId
GetNDigits
GetDigitId
GetDigitsId
SetChi2
GetChi2
SetMCLabel
GetMCLabel
Print
Class
Class_Name
IsA
ShowMembers
Streamer

AliMUONRawClusterV2	
fX	fChi2
fY	fNDigits
fZ	fDigitsId
fErrX2	fMCLabel
fErrY2	fgIsA
fQ	
@~AliMUONRawClusterV2	SetChamberId
AliMUONRawClusterV2	GetDetElemId
AliMUONRawClusterV2	SetDigitsId
AliMUONRawClusterV2	AddDigitId
operator=	GetNDigits
Clear	GetDigitId
Clone	GetDigitsId
SetXYZ	SetChi2
GetX	GetChi2
GetY	SetMCLabel
GetZ	GetMCLabel
SetErrXY	IsSortable
GetErrX	Compare
GetErrX2	Class
GetErrY	Class_Name
GetErrY2	IsA
SetCharge	ShowMembers
GetCharge	