

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	

AliMUONVDigit	
fgIsA	
@~AliMUONVDigit	SetCharge
IsEqual	AddCharge
IsSortable	MergeWith
Compare	IsTracker
GetName	IsTrigger
DetElemId	Print
PadX	HasMCInformation
PadY	Hit
Cathode	SetHit
Charge	Time
ADC	SetTime
Manuld	Ntracks
ManuChannel	AddTrack
IsSaturated	Track
Saturated	TrackCharge
IsNoiseOnly	PatchTracks
NoiseOnly	BuildUniqueID
IsEfficiencyApplied	DecodeUniqueID
EfficiencyApplied	DetElemId
IsCalibrated	Manuld
Calibrated	ManuChannel
IsChargeInFC	Cathode
ChargeInFC	LocalBoardNumber
IsConverted	LocalBoardChannel
IsUsed	Class
Used	Class_Name
StatusMap	IsA
SetStatusMap	ShowMembers
SetADC	Streamer
SetPadXY	

AliMUONRealDigit	
fCharge	kUsed
fPadXY	kCalibrated
fADC	kChargeInFC
fStatusMap	fgIsA
kSaturated	
@~AliMUONRealDigit	ChargeInFC
AliMUONRealDigit	IsUsed
AliMUONRealDigit	Used
DetElemId	StatusMap
PadX	SetStatusMap
PadY	SetADC
Cathode	SetPadXY
Charge	SetCharge
ADC	MergeWith
Manuld	HasMCInformation
ManuChannel	Class
IsSaturated	Class_Name
Saturated	IsA
IsNoiseOnly	ShowMembers
IsEfficiencyApplied	Streamer
IsCalibrated	StreamerNVirtual
Calibrated	
IsChargeInFC	