

| 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 | |

| AliMUONSegment |
|------------------|
| fStartX |
| fStartY |
| fEndX |
| fEndY |
| fSmallerY |
| flsHorizontal |
| flsVertical |
| flsLeftEdge |
| flsRightEdge |
| flsAPoint |
| fgkPrecision |
| fgIsA |
| @~AliMUONSegment |
| AliMUONSegment |
| AliMUONSegment |
| Compare |
| IsSortable |
| StartX |
| StartY |
| EndX |
| EndY |
| SmallerY |
| IsHorizontal |
| IsVertical |
| IsLeftEdge |
| IsRightEdge |
| Bottom |
| Top |
| Distance |
| IsAPoint |
| AsString |
| AreEqual |
| Print |
| Set |
| Class |
| Class_Name |
| IsA |
| ShowMembers |
| Streamer |
| StreamerNVirtual |