

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	

TNamed
fName
fTitle
fgIsA
@~TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

AliMUONVTrackerData	
fgIsA	
@~AliMUONVTrackerData	
Add	PCB
Replace	Print
BusPatch	Print
Chamber	SetDimensionName
Channel	CanHistogram
Clear	MakeHistogramForDimension
Count	HistogramRange
DetectionElement	IsHistogrammed
DimensionName	GetChannelSparseHistogram
ExternalDimensionName	GetManuSparseHistogram
HasBusPatch	Merge
HasChannel	DisableChannelLevel
HasChamber	IsChannelLevelEnabled
HasDetectionElement	DisableManuLevel
HasManu	IsManuLevelEnabled
HasPCB	IsBusPatchLevelEnabled
IsSingleEvent	IsPCBLevelEnabled
Manu	operator=
NumberOfDimensions	Class
InternalToExternal	Class_Name
ExternalDimension	IsA
NumberOfEvents	ShowMembers
NumberOfEventsChanged	

TQObject	
fListOfSignals	fgAllSignalsBlocked
fListOfConnections	fgIsA
fSignalsBlocked	
@~TQObject	Emit
GetSender	Emit
GetSenderClassName	Emit
ConnectToClass	Emit
ConnectToClass	Connect
CheckConnectArgs	Disconnect
TQObject	HighPriority
operator=	LowPriority
TQObject	HasConnection
GetListOfClassSignals	NumberOfSignals
GetListOfSignals	NumberOfConnections
GetListOfConnections	Connected
AreSignalsBlocked	Disconnected
BlockSignals	Destroyed
CollectClassSignalList	ChangedBy
EmitVA	Message
EmitVA	Connect
Emit	Connect
Emit	Disconnect
Emit	Disconnect
Emit	AreAllSignalsBlocked
Emit	BlockAllSignals
Emit	LoadRQ_OBJECT
Emit	Class
Emit	Class_Name
Emit	IsA
Emit	ShowMembers
Emit	
Emit	