

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	

AliDigitNew
fAmp
fld
fIndexInList
fgIsA
@~AliDigitNew
AliDigitNew
GetAmp
GetId
GetIndexInList
SetIndexInList
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

AliPHOSDigit	
fIsLG	fNSamplesHG
fNprimary	fNSamplesLG
fPrimary	fSamplesHG
fEnergy	fSamplesLG
fTime	fgIsA
fTimerR	
@~AliPHOSDigit	GetSamplesLG
AliPHOSDigit	IsSortable
AliPHOSDigit	IsLG
AliPHOSDigit	Print
AliPHOSDigit	SetAmp
Clear	SetEnergy
operator==	SetTime
operator+=	SetTimeR
operator*=	SetALTROSamplesHG
Compare	SetALTROSamplesLG
GetNprimary	ShiftPrimary
GetPrimary	SetLG
GetEnergy	operator=
GetTime	Class
GetTimeR	Class_Name
GetNSamplesHG	IsA
GetNSamplesLG	ShowMembers
GetSamplesHG	