

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	Print	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

AliTriggerDetector
fMask
fnInputs
fgIsA
@~AliTriggerDetector
AliTriggerDetector
AliTriggerDetector
AssignInputs
CreateInputs
Trigger
AddInput
SetInput
SetInput
GetInputs
GetMask
GetInput
GetInput
Print
operator=
Class
Class_Name
IsA
ShowMembers

AliPHOSTrigger		
f2x2MaxAmp	fAmPtrus	fIsolPatchSize
f2x2CrystalPhi	fAmpmods	f2x2AmpOutOfPatch
f2x2CrystalEta	fTimeRtrus	fnxnAmpOutOfPatch
f2x2SM	fL0Threshold	f2x2AmpOutOfPatchTh
fnxnMaxAmp	fL1JetLowPtThresho	fnxnAmpOutOfPatchTh
fnxnCrystalPhi	fL1JetMediumPtThresho	fIsol
fnxnCrystalEta	fL1JetHighPtThresho	fIsol
fnxnSM	fNTRU	fSimulation
fADCValuesHighNTRU	fNTRUZ	fIsolateInModule
fADCValuesLowNTRU	fNTRUPhi	fgIsA
fADCValuesHigh2x2CrystalsPhi		
fADCValuesLow2x2CrystalsZ		
fDigitsList	fPatchSize	
@~AliPHOSTrigger	GetL1JetLowPtThresho	SetL1JetLowPtThresho
AliPHOSTrigger	GetL1JetMediumPtThresho	SetL1JetMediumPtThresho
AliPHOSTrigger	GetL1JetHighPtThresho	SetL1JetHighPtThresho
CreateInputs	GetNTRU	SetPatchSize
Print	GetNTRUZ	SetIsolPatchSize
Trigger	GetNTRUPhi	Set2x2AmpOutOfPatch
Trigger	GetPatchSize	SetnxnAmpOutOfPatch
Get2x2MaxAmplitude	GetIsolPatchSize	SetSimulation
GetnxnMaxAmplitude	Get2x2AmpOutOfPatch	SetIsolateInModule
Get2x2CrystalPhi	GetnxnAmpOutOfPatch	operator=
GetnxnCrystalPhi	Get2x2AmpOutOfPatch	fL0Thres
Get2x2CrystalEta	GetnxnAmpOutOfPatch	fL0Thres
GetnxnCrystalEtals2x2Isol		MakeSlidingCell
Get2x2SuperModule	IsnxnIsol	SetTriggers
GetnxnSuperModule	fSimulation	Dolt
GetADCValuesLow	GetNTRU	Class
GetADCValuesHigh	GetNTRUZ	Class_Name
GetADCValuesLow	GetNTRUPhi	IsA
GetADCValuesHigh	GetNTRU	ShowMembers
GetCrystalPhiEta	SetNTRU	SetNTRU
GetL0Threshold	SetL0Threshold	