

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	

AliRawReader

kErrMagic	fCount	fEventNumber
kErrNoDataHeader	fSelectEquipmentType	fErrorLogs
kErrSize	fSelectMinEquipmentHeaderSwapped	
kErrOutOfBounds	fSelectMaxEquipmentHeaderSwappedV3	
fEquipmentIdIn	fSkipInvalid	fIsValid
fEquipmentIdOut	fSelectEventType	fIsTriggerClassLoac
fRequireHeader	fSelectTriggerMask	fgIsA
fHeader	fSelectTriggerExpr	
fHeaderV3	fErrorCode	

@~AliRawReader	GetMappedEquipmentId	GetNumberOfEvents
operator=	LoadEquipmentIdMap	MapData
Create	GetEquipmentAttr	GetErrorCode
Select	GetEquipmentElem	DumpData
Select	GetEquipmentHeader	AddErrorLog
SelectEquipment	GetDetectorID	AddMinorErrorLog
SkipInvalid	GetDDLID	AddMajorErrorLog
RequireHeader	GetDataSize	AddFatalErrorLog
GetEventHeader	GetVersion	GetNumberOfErrorL
GetEvent	IsValid	GetAllErrorLogs
GetType	IsCompressed	GetErrorLog
GetRunNumber	TestBlockAttribute	UseAutoSaveESD
GetEventId	GetBlockAttribute	GetChain
GetPeriod	GetStatusBits	IsRawReaderValid
GetOrbitID	GetDataHeader	LoadTriggerClass
GetBCID	GetDataHeaderV3	LoadTriggerAlias
GetEventIdAsLong	ReadHeader	CloneSingleEvent
GetTriggerPattern	ReadNextData	SelectEvents
GetClassMask	ReadNextInt	IsSelected
GetDetectorPattern	ReadNextShort	IsEventSelected
GetAttributes	ReadNextChar	SwapWord
GetSubEventAttribute	ReadNext	SwapShort
GetLDCId	Reset	Class
GetGDCId	NextEvent	Class_Name
GetTimestamp	RewindEvents	IsA
GetEquipmentSize	GotoEvent	ShowMembers
GetEquipmentType	GotoEventWithID	
GetEquipmentId	GetEventIndex	

AliRawReaderRoot

fFile	fEquipment
fBranch	fRawData
fEventIndex	fPosition
fEvent	fEnd
fEventHeader	fIndex
fSubEventIndex	fgUseOrder
fSubEvent	fgIsA
fEquipmentIndex	

@~AliRawReaderRoot	GetEquipmentHeaderSize
AliRawReaderRoot	ReadHeader
AliRawReaderRoot	ReadNextData
AliRawReaderRoot	ReadNext
AliRawReaderRoot	Reset
operator=	NextEvent
GetEventHeader	RewindEvents
GetType	GotoEvent
GetRunNumber	GetEventIndex
GetEventId	GetNumberOfEvents
GetTriggerPattern	CheckData
GetDetectorPattern	GetEvent
GetAttributes	CloneSingleEvent
GetSubEventAttribute	UseOrder
GetLDCId	UseOrder
GetGDCId	SwapData
GetTimestamp	MakeIndex
GetEquipmentSize	Class
GetEquipmentType	Class_Name
GetEquipmentId	IsA
GetEquipmentAttributes	ShowMembers
GetEquipmentElementSize	