

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	

AliRsnDaughter	
kTrack	kUnknown
kV0	fOK
kCascade	fLabel
kNoType	fMotherPDG
kElectron	fRsnID
kMuon	fPrec
kPion	fPsim
kKaon	fRef
kProton	fRefMC
kKaon0	fOwnerEvent
kLambda	fgIsA
kXi	
kOmega	
@~AliRsnDaughter	IsNeutral
AliRsnDaughter	ChargeS
AliRsnDaughter	ChargeC
operator=	Match
IsOK	MatchRef
GetLabel	MatchRefMC
GetMotherPDG	RefType
GetRsnID	IsESD
GetRef	IsAOD
GetRefMC	Ref2Vtrack
GetOwnerEvent	Ref2ESDtrack
P	Ref2AODtrack
Prec	Ref2MCparticle
Psim	Ref2AODMCparticle
GetPDG	Ref2ESDv0
GetPDGAbs	Ref2AODv0
GetID	Ref2ESDcascade
GetMother	Ref2AODcascade
Reset	RefMC2ESD
SetOK	RefMC2AOD
SetBad	RefType
SetGood	IsCharged
SetLabel	SpeciesName
SetMotherPDG	SpeciesPDG
SetRsnID	SpeciesMass
SetRef	ToAliPID
SetRefMC	FromAliPID
SetOwnerEvent	Class
FillP	Class_Name
Print	IsA
IsPos	ShowMembers
IsNeg	
IsCharged	