

**Object**

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	

**AliStaCluster**

fE	fTrIso2
fR	fTrIsoD1
fEta	fTrIso1D1
fPhi	fTrIso2D1
fN	fTrIsoD3
fN1	fTrIso1D3
fN3	fTrIso2D3
fldMax	fTrIsoD4
fSM	fTrIso1D4
fEmax	fTrIso2D4
fE2max	fTrIsoStrip
fCross	fCelso
fTmax	fCelso1
fDbc	fCelso3
fDisp	fCelso4
fM20	fCelso3x3
fM02	fCelso4x4
fEcc	fCelso5x5
fSig	fCeCore
fSigEtaEta	fCelso3x22
fSigPhiPhi	flsShared
flsTrackM	fTrigId
fTrDz	fTrigE
fTrDr	fMcLabel
fTrEp	fEmbE
fTrDedx	fgIsA
fTrIso	
fTrIso1	
@~AliStaCluster	IsA
AliStaCluster	ShowMembers
GetMom	Streamer
GetMom	StreamerNVirtual
Class	
Class_Name	