

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fglsA
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	

TVirtualMCStack
fglsA
@~TVirtualMCStack
PushTrack
PopNextTrack
PopPrimaryForTracking
SetCurrentTrack
GetNtrack
GetNprimary
GetCurrentTrack
GetCurrentTrackNumber
GetCurrentParentTrack
Class
Class_Name
IsA
ShowMembers
Streamer

AliStack	
fParticles	fCurrent
fParticleMap	fCurrentPrimary
fParticleFileMap	fHgwmk
fParticleBuffer	fLoadPoint
fCurrentTrack	fTrackLabelMap
fTreeK	fglsA
fNtrack	
fNprimary	
@~AliStack	GetNprimary
AliStack	GetCurrentTrackNumber
AliStack	GetCurrentParentTrackN
AliStack	Particle
operator=	GetPrimary
PushTrack	TreeK
PushTrack	ParticleFromTreeK
PopNextTrack	TreeKEntry
GetCurrentTrack	IsPhysicalPrimary
PopPrimaryForTracking	IsSecondaryFromWeakD
ConnectTree	IsSecondaryFromMaterial
GetEvent	TrackLabel
PurifyKine	TrackLabelMap
ReorderKine	Particles
FinishEvent	CleanParents
FlagTrack	ResetArrays
KeepTrack	GetParticleMapEntry
Clean	GetNextParticle
Reset	KeepPhysics
DumpPart	IsStable
DumpPStack	Copy
DumpLoadedStack	Class
SetNtrack	Class_Name
SetCurrentTrack	IsA
SetHighWaterMark	ShowMembers
GetNtrack	