

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	

AliTOFDataDCS

kNAliases	fHVvp[90]
kNHV	fHVvn[90]
fRun	fHVip[90]
fStartTime	fHVin[90]
fEndTime	fIsProcessed
fStartTimeDCSQuery	fFDR
fEndTimeDCSQuery	fgIsA
fAliasNames[360]	
@~AliTOFDataDCS	GetAliasName
AliTOFDataDCS	Draw
AliTOFDataDCS	GetHVvp
AliTOFDataDCS	GetHVvn
operator=	GetHVip
SetRun	GetHVin
SetStartTime	SetFDRFlag
SetEndTime	GetFDRFlag
SetStartTimeDCSQuery	Init
SetEndTimeDCSQuery	Introduce
GetRun	CreateHisto
GetStartTime	Class
GetEndTime	Class_Name
GetStartTimeDCSQuery	IsA
GetEndTimeDCSQuery	ShowMembers
ProcessData	