

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	

AliTOFDecoder

kMinPlate0	kMinPadx2
kMaxPlate0	kMaxPadx2
kMinStrip0	kMinPlate3
kMaxStrip0	kMaxPlate3
kMinPadz0	kMinStrip3
kMaxPadz0	kMaxStrip3
kMinPadx0	kMinPadz3
kMaxPadx0	kMaxPadz3
kMinPlate1	kMinPadx3
kMaxPlate1	kMaxPadx3
kMinStrip1	fVerbose
kMaxStrip1	fV2718Patch
kMinPadz1	fDataBuffer
kMaxPadz1	fPackedDataBuffer
kMinPadx1	fSpiderCurrentSlotID
kMaxPadx1	fSpiderCurrentChain
kMinPlate2	fSpiderCurrentTDC
kMaxPlate2	fSpiderLeadingFlag[8]
kMinStrip2	fSpiderLeadingHit[8]
kMaxStrip2	fgIsA
kMinPadz2	
kMaxPadz2	
@~AliTOFDecoder	GetArrayDDL
AliTOFDecoder	PrintStack
AliTOFDecoder	InitializeSpider
AliTOFDecoder	ResetSpider
operator=	Spider
Decode	Class
SetVerbose	Class_Name
SetV2718Patch	IsA
SetDataBuffer	ShowMembers
SetPackedDataBuffer	