

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	

AliTOFHitData	
fVolume[5]	fTimeBin
fDDLID	fTOT
fSlotID	fTOTBin
fACQ	fDeltaBunchID
fChain	fL0L1Latency
fPS	fDeltaEventCounter
fTDC	fgIsA
fChan	
fTime	
@~AliTOFHitData	SetDDLID
AliTOFHitData	SetSlotID
AliTOFHitData	SetACQ
operator=	SetChain
GetVolume	SetPS
GetDDLID	SetTDC
GetSlotID	SetChan
GetACQ	SetTime
GetChain	SetTimeBin
GetPS	SetTOT
GetTDC	SetTOTBin
GetChan	SetDeltaBunchID
GetTime	SetL0L1Latency
GetTimeBin	SetDeltaEventCounter
GetTOT	Class
GetTOTBin	Class_Name
GetDeltaBunchID	IsA
GetL0L1Latency	ShowMembers
GetDeltaEventCounter	
SetVolume	