

TObject		
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@[operator=
TObject	Hash	operator delete@[@Clone
TObject	InheritsFrom	operator delete@[@Clone
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	Print	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	

TNamed	
fName	
fTitle	
fgIsA	
@-TNamed	
TNamed	
TNamed	
TNamed	
TNamed	
Clear	
Compare	
Copy	
FillBuffer	
GetName	
GetTitle	
Hash	
IsSortable	
SetName	
SetNameTitle	
SetTitle	
Is	
Print	
Sizeof	
Class	
Class_Name	
IsA	
ShowMembers	

AliTPCCorrection		
kParallel	fgkEM	fJLow
kQueue	fgke0	fKLow
fgkTPCZ0	kNR	ft1
fgkIFCRadius	kNPhi	ft2
fgkOFCRadius	kNZ	fIsLocal
fgkZOffSet	fgkRList[72]	fgVisualCorrection
fgkCathodeV	fgkPhiList[181]	fgIsA
fgkGG	fgkZList[166]	
fgkdvdE	fLlow	
@-AliTPCCorrection	CreateHistoDRinZ	CreateTH2F
AliTPCCorrection	CreateHistoDRinZ	Interpolate2DEHisto
AliTPCCorrection	CreateHistoDRinZ	Interpolate3DEHisto
CorrectPoint	CreateDistortionMap	Interpolate2DTable
CorrectPointLocal	MakeDistortionMap	Interpolate3DTable
CorrectPoint	MakeDistortionMap	Interpolate
GetCorrection	MakeDistortionMap	MakeSector
GetCorrectionDz	SetOmegaTau12	Interpolate2DTable
GetCorrectionIntegrate	GetDistortedTrack	Interpolate3DTable
DistortPoint	StoreInOCDB	Interpolate
DistortPointLocal	MakeTrackDistortionMap	Interpolate
DistortPoint	MakeSectorDistortionMap	Interpolate
GetDistortion	MakeLaserDistortionMap	Interpolate
GetDistortionDz	MakeLaserDistortionMap	Interpolate
GetDistortionIntegrate	GetDistortedTrack	Interpolate
Init	AddVisualCorrection	AliTPCCorrection
Update	GetCorrSector	operator=
SetCorrScaleFactor	GetCorrXYZ	InitLookUpFunctions
GetCorrScaleFactor	GetCorrXYZDz	Class
Print	GetCorrXYZIntegrate	Class_Name
CreateHistoDRinZ	GetDistXYZ	IsA
CreateHistoDRPhiDz	GetDistXYZDz	ShowMembers
CreateHistoDRinZ	GetDistXYZIntegrate	

AliTPCCorrectionLookupTable	
fNR	fLookUpDxDist
fNPhi	fLookUpDyDist
fNZ	fLookUpDzDist
fCorrScaleFactor	fLookUpDxCorr
fFillCorrection	fLookUpDyCorr
fLimitsR	fLookUpDzCorr
fLimitsPhi	fgIsA
fLimitsZ	
@-AliTPCCorrectionLookupTable	GetLookUpTable
AliTPCCorrectionLookupTable	GetCorrScaleFactor
GetCorrection	GetCorrScaleFactor
GetDistortion	InitTables
SetupDefaultLimits	InitTableArrays
CreateLookupTable	InitTablesPhiBin
CreateLookupTable	SetTables
CreateLookupTable	SetTables
CreateResidual	GetInterpolation
MergePhiTables	CreateLookupTablePhiBin
SetFillCorrection	FindClosestPosition
GetFillCorrection	AliTPCCorrectionLookupTable
BuildExactInverse	operator=
GetNR	Class
GetNPhi	Class_Name
GetNZ	IsA
GetLimitsR	ShowMembers
GetLimitsPhi	