

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@[@]
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	

TNamed
fName
fTitle
fgIsA
@~TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
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	CreateHistoDRinZRC	CreateTH2F
AliTPCCorrection	CreateHistoDRPhiinZRC	Interpolate2DEdistortion
AliTPCCorrection	CreateHistoDZinZRC	Interpolate3DEdistortion
AddCorrectionComponent	CreateDistortionTrack	Interpolate2DTable
CorrectPoint	MakeDistortionMap	Interpolate3DTable
CorrectPointLocal	MakeDistortionMap	Copy
CorrectPoint	MakeDistortionMap	Search
GetCorrection	SetOmegaTauT1T2	Interpolate2DTable
GetCorrectionDz	FitDistortedTrack	Interpolate3DTable
GetCorrectionIntegral	GetSizeInOCDB	Interpolate
DistortPoint	MakeTrackDistortion	PowerOfTwo
DistortPointLocal	MakeSectorDistortion	NotSeenRelaxation2D
DistortPoint	MakeLaserDistortion	NotSeenRelaxation3D
GetDistortion	MakeLaserDistortion	IsLocal
GetDistortionDz	FastSimDistortedVertex	IsLocal
GetDistortionIntegral	MakeVisualCorrection	AliTPCCorrection
Init	GetVisualCorrection	operator=
Update	GetCorrSector	InitLookUpfulcrums
SetCorrScaleFactor	GetCorrXYZ	Class
GetCorrScaleFactor	GetCorrXYZDz	Class_Name
Print	GetCorrXYZIntegral	IsA
CreateHistoDRinXY	GetDistXYZ	ShowMembers
CreateHistoDRPhiinXY	GetDistXYZDz	
CreateHistoDZinXY	GetDistXYZIntegrateZ	