

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	

AliTPCmapper	
fNside	fNpadrowIROC
fNsector	fNpadrowOROC
fNrcu	fTpcDdlOffset
fNbranch	fMapping[6]
fNaltro	fgIsA
fNchannel	
fNpadrow	
@~AliTPCmapper	DecodedHWAddressFECaddr
AliTPCmapper	DecodedHWAddressChipaddr
AliTPCmapper	DecodedHWAddressChanneladdr
operator=	GetNpads
AliTPCmapper	GetNpads
Init	GetNpadrows
GetAltroMapping	HwToOffline
GetPad	OfflineToHwBranch
GetPad	OfflineToHwFec
GetPadRow	GetEquipmentID
GetPadRow	GetEquipmentIDsector
GetHWAddress	GetEquipmentIDfromPatch
GetRcu	GetSectorFromRoc
GetPatch	GetSideFromRoc
GetBranch	GetRocFromPatch
GetFEChw	GetRoc
GetFEC	GetSideFromEquipmentID
GetChip	GetSectorFromEquipmentID
GetChannel	GetRocFromEquipmentID
GetGlobalPadRow	GetPatchFromEquipmentID
GetGlobalPadRow	GetNfec
GetHWAddressSector	GetNfec
GetRcuSector	IsIROC
GetPatchSector	IsOROC
GetBranchSector	GetTpcDdlOffset
GetFEChwSector	GetNumDdl
GetFECSector	Class
GetChipSector	Class_Name
GetChannelSector	IsA
CodeHWAddress	ShowMembers
DecodedHWAddressBranch	