

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	

AliTRDclusterInfo

fDet	fdzdx
fCol	fXd
fRow	fYt
fNpad	fZt
fPdg	fCov[3]
fLbl	fCovCI[3]
fLocalTime	fdy
fQ	fD
fX	fTilt
fY	fSignal[7]
fYd	fgIsA
fZ	
fdydx	
@~AliTRDclusterInfo	SetAnisochronity
AliTRDclusterInfo	SetCluster
GetAnisochronity	SetMC
GetCluster	SetGlobalPosition
GetMC	SetResolution
GetGlobalPosition	SetDriftLength
GetNpads	SetTilt
GetCenterPad	Class
GetResolution	Class_Name
GetDriftLength	IsA
GetSignals	ShowMembers
GetYDisplacement	Streamer
GetTilt	StreamerNVirtual
Print	