

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	

AliTRDrawData

fRunLoader
fGeo
fFee
fNumberOfDDLs
fTrackletTree
fTracklets
fTracks
fgDataSuppressionLevel
fgkEndOfTrackletMarker
fgkEndOfDataMarker
fSMIndexPos
fStackIndexPos
fEventCounter
fTrgFlags[18]
fMcmSim
fDigitsParam
fgIsA

@~AliTRDrawData
AliTRDrawData
AliTRDrawData
operator=
Digits2Raw
Raw2Digits
SetTracklets
SetTracks
GetTriggerFlags
Digits2Raw
ProduceHcData
ProduceSMIndexData
WriteIntermediateWords
AssignStackMask
AssignLinkMask
AddStackIndexWords
ShiftWords
Class
Class_Name
IsA
ShowMembers