

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	

AliTRDsimTR	
fNFoilsDim	fGapA
fNFoils	fTemp
fNFoilsUp	fSpNBins
fFoilThick	fSpRange
fGapThick	fSpBinWidth
fFoilDens	fSpLower
fGapDens	fSpUpper
fFoilOmega	fSigma
fGapOmega	fSpectrum
fFoilZ	fgIsA
fGapZ	
fFoilA	
@~AliTRDsimTR	SetSigma
AliTRDsimTR	GetMuPo
AliTRDsimTR	GetMuCO
AliTRDsimTR	GetMuXe
operator=	GetMuAr
Copy	GetMuMy
Init	GetMuN2
CreatePhotons	GetMuO2
TrPhotons	GetMuHe
Sigma	GetMuAi
Interpolate	GetFoilThick
Locate	GetGapThick
Omega	GetFoilDens
SelectNFoils	GetGapDens
SetFoilThick	GetFoilOmega
SetGapThick	GetGapOmega
SetFoilDens	GetTemp
SetFoilZ	GetSpectrum
SetFoilA	Class
SetGapDens	Class_Name
SetGapZ	IsA
SetGapA	ShowMembers
SetTemp	