

**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	

**AliTrackHitsParamV2**

fTrackID	fNHits
fVolumelD	fHitDistance
fR	fCharge
fZ	fTime
fFi	fgCounter1
fAn	fgCounter2
fAd	fgIsA
fTheta	
fThetaD	
@~AliTrackHitsParamV2	SetTime
AliTrackHitsParamV2	ResizeHitDistance
AliTrackHitsParamV2	ResizeCharge
operator=	ResizeTime
GetTrackID	SetTrackID
GetVolumelD	SetVolumelD
GetR	SetR
GetZ	SetZ
GetFi	SetFi
GetAn	SetAn
GetAd	SetAd
GetTheta	SetTheta
GetThetaD	SetThetaD
GetNHits	SetNHits
HitDistance	Eta
Charge	Copy
Time	Class
HitDistance	Class_Name
Charge	IsA
Time	ShowMembers
SetHitDistance	
SetCharge	