

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	

TNamed
fName
fTitle
fgIsA
@-TNamed
TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

AliVZEROTriggerData			
kNCIUBoards	fLatchWin1[8]	fCentralityVOATHrHigh	fPedestalOdd[8][8]
kNAliases	fLatchWin2[8]	fCentralityVOCThrHigh	fPedestalEven[8][8]
kNTriggerOutputs	fResetWin1[8]	fCentralityVOCThrHigh	fPedestalCutOdd[8][8]
kNChannels	fResetWin2[8]	fMultV0AThrLow	fPedestalCutEven[8][8]
fClk1Win1[8]	fPedestalSubtraction	fMultV0AThrHigh	fRun
fClk2Win1[8]	fBBAThreshold	fMultV0CThrLow	fStartTime
fClk1Win2[8]	fBBCThreshold	fMultV0CThrHigh	fEndTime
fClk2Win2[8]	fBGAThreshold	fTriggerSelected	fAliasNames[635]
fDelayClk1Win1[8]	fBGCThreshold	fEnableCharge[8][8]	fProcessed
fDelayClk2Win1[8]	fBBAForBGThreshold	fEnableTiming[8][8]	fIsA
fDelayClk1Win2[8]	fBBCForBGThreshold	fDiscriThr[8][8]	
fDelayClk2Win2[8]	fCentralityVOATHrHigh	fDelayHit[8][8]	
@-AliVZEROTriggerData	SetResetWin2	GetClk2Win1	GetBBAForBGThreshold
AliVZEROTriggerData	SetPedestalSubtraction	GetClk1Win2	GetBBCForBGThreshold
AliVZEROTriggerData	SetPedestalSubtraction	GetClk1Win2	GetCentralityVOATHrLow
FillData	SetBBAThreshold	GetClk2Win2	GetCentralityVOATHrHigh
SetClk1Win1	SetBBCThreshold	GetClk2Win2	GetCentralityVOCThrLow
SetClk1Win1	SetBGAThreshold	GetDelayClk1Win	GetCentralityVOCThrHigh
SetClk2Win1	SetBGCThreshold	GetDelayClk1Win	GetMultV0AThrLow
SetClk2Win1	SetBBAForBGThreshold	GetDelayClk2Win	GetMultV0AThrHigh
SetClk1Win2	SetBBCForBGThreshold	GetDelayClk2Win	GetMultV0CThrLow
SetClk1Win2	SetCentralityVOATHrHigh	GetDelayClk1Win2	GetMultV0CThrHigh
SetClk2Win2	SetCentralityVOATHrHigh	GetDelayClk1Win2	GetTriggerSelected
SetClk2Win2	SetCentralityVOCThrHigh	GetDelayClk2Win2	GetEnableCharge
SetDelayClk1Win	SetCentralityVOCThrHigh	GetDelayClk2Win2	GetEnableTiming
SetDelayClk1Win	SetMultV0AThrLow	GetLatchWin1	GetDiscriThr
SetDelayClk2Win	SetMultV0AThrHigh	GetLatchWin1	GetDelayHit
SetDelayClk2Win	SetMultV0CThrLow	GetLatchWin2	GetPedestal
SetDelayClk1Win2	SetMultV0CThrHigh	GetLatchWin2	GetPedestalCut
SetDelayClk1Win2	SetTriggerSelected	GetResetWin1	AliVZEROTriggerData
SetDelayClk2Win2	SetEnableCharge	GetResetWin1	operator=
SetDelayClk2Win2	SetEnableTiming	GetResetWin2	IsClkValid
SetLatchWin1	SetDiscriThr	GetResetWin2	SetParameter
SetLatchWin1	SetDelayHit	GetPedestalSubtraction	Class
SetLatchWin2	SetPedestal	GetPedestalSubtraction	Class_Name
SetLatchWin2	SetPedestalCut	GetBBAThresholds	IsA
SetResetWin1	GetClk1Win1	GetBBCThresholds	ShowMembers
SetResetWin1	GetClk1Win1	GetBGAThreshold	
SetResetWin2	GetClk2Win1	GetBGCThreshold	