

TObject		
fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fgIsA
fgDtorOnly	kBitMask	
fgObjectStat	kSingleKey	
kIsOnHeap	kOverwrite	
@~TObject	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[@]
AppendPad	InheritsFrom	SetBit
Browse	Inspect	SetBit
ClassName	IsFolder	ResetBit
Clear	IsEqual	TestBit
Clone	IsSortable	TestBits
Compare	IsOnHeap	InvertBit
Copy	IsZombie	Info
Delete	Notify	Warning
DistancetoPrimitive	Is	Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRemove	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@[@]	

HMdc34CIFinderSec		
array	xCMin[4]	fClusCat
sector	xCMax[4]	locClus
lMods[4]	cXMinM	isGeant
mSeg[2]	cXMaxM	typeCIFinder
fkick	xMinM2	realTypeCIFinder
target[2]	xMaxM2	radToDeg
prPlotSeg2	cPIMod	cLCells2[500]
seg1[5]	cFMod	nClsArr
dirSeg1[5]	cFLay	cStatus[500]
segOnKick[5]	nBinX	cNMergedClus[500]
al[4]	cell	cSumWt[500]
bl[4]	nBinYM2	cNBins[500]
cl[4]	shUp	cX[500]
nbX[4]	shDown	cY[500]
minAmp[4]	add	cMeanX[500]
maxAmp[4]	nYLinesM1	cMeanY[500]
notEnoughWrs	xBin1L	cMeanXX[500]
nearbyBins[8]	xBin2L	cMeanYY[500]
stack	shUpN	cMeanYX[500]
xMinCILines[300]	shDownN	cMeanXWt[500]
xMaxCILines[300]	test	cMeanYWt[500]
counter	ny1	cMeanXXWt[500]
indexPar	ny2	cMeanYYWt[500]
indexFCh	nbL	fgIsA
indexLCh	nbF	
@~HMdc34CIFinderSec	clearPrMod	setTargetF
makeModS2Plot	clearPrSegTp2	setTargetL
makeSeg2Plot	testMaxAmp	getTargetF
makeSeg2PlotTp2	HMdc34CIFinderSec	getTargetL
calcYbin	operator@[@]	setTypeCIFinder
scanPlotSeg2	clear	getTypeCIFinder
calcClusterSeg2	setMinBin	setCellsList
findClustersSeg2	notEnoughWires	Class
setLayerVar	findClustersSeg2	Class_Name
setNextCell	findClustersSeg2	IsA
setYLimits	getPlot	ShowMembers
setXLimits	getPlotSeg2	Streamer
makeLayProjV1	getNBinX	StreamerNVirtual
makeLayProjV1b	getNBinY	
makeLayProjV2	printClusters	