

TObject		
fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fglsA
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@[@]	

HMdcCal1
nHits
time1
time2
sector
module
layer
cell
fglsA
@~HMdcCal1
HMdcCal1
clear
setSector
setModule
setLayer
setCell
setAddress
setNHits
setTime1
setTime2
getSector
getModule
getLayer
getCell
getAddress
getNHits
getTime1
getTime2
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

HMdcCal1Sim	
nTrack1	minDist2
nTrack2	error1
status1	error2
status2	tof1
listTrack[5]	tof2
listStatus[5]	wireOff1
angle1	wireOff2
angle2	fglsA
minDist1	
@~HMdcCal1Sim	getStatusList
HMdcCal1Sim	getTrackList
clear	getTrackFromList
setNTrack1	getStatusFromList
setNTrack2	getNTrack1
setStatus1	getNTrack2
setStatus2	getStatus1
setAngle1	getStatus2
setAngle2	getStatus
setMinDist1	getAngle1
setMinDist2	getAngle2
setError1	getMinDist1
setError2	getMinDist2
setTof1	getError1
setTof2	getError2
setWireOffset1	getTof1
setWireOffset2	getTof2
resetTrackList	getWireOffset1
setTrackList	getWireOffset2
setTrackList	Class
getTrackList	Class_Name
resetStatusList	IsA
setStatusList	ShowMembers
setStatusList	Streamer
getStatusList	StreamerNVirtual
getNTracks	