

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@[@]	

HMdcCal2
nHits
dist1
dist2
errDist1
errDist2
sector
module
layer
cell
fglsA
@~HMdcCal2
HMdcCal2
clear
setSector
setModule
setLayer
setCell
setAddress
setDist1
setDist2
setNHits
getSector
getModule
getLayer
getCell
getAddress
getNHits
getDist1
getDist2
getErrDist1
getErrDist2
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

HMdcCal2Sim
nTrack1
nTrack2
status1
status2
listTrack[5]
listStatus[5]
fglsA
@~HMdcCal2Sim
HMdcCal2Sim
clear
setNTrack1
setNTrack2
setStatus1
setStatus2
setTrackList
getTrackList
setStatusList
getStatusList
getNTracks
getStatusList
getTrackList
getTrackFromList
getStatusFromList
getNTrack1
getNTrack2
getStatus1
getStatus2
getStatus
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual