

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@[@]	

HMdcClosePairCutsParCut		
efficiency		
sig2back		
mdc_size_cut		
mdc_wires_cut		
rich_charge_cut		
fgIsA		
@~HMdcClosePairCutsParCut		
HMdcClosePairCutsParCut		
getEfficiency		
getSig2Back		
getMdcClsSizeCut		
getMdcContWiresCut		
getRichIntChargeCut		
fill		
fill		
setEfficiency		
setSig2Back		
setMdcClsSizeCut		
setMdcContWiresCut		
setRichIntChargeCut		
clear		
print		
Class		
Class_Name		
IsA		
ShowMembers		
Streamer		
StreamerNVirtual		