

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@[@]	

HMdcClusInf	
fitStatus	indClus
levelCIFinding	indClusFit
nModsClus	sigma1
nModsFit	sigma2
clusSize	alpha
nMergClus	fgIsA
nDrTimes	
@~HMdcClusInf	getNModInFit
HMdcClusInf	getClusSize
clear	getNMergClust
setIsFitted	getNDrTimes
setIsNotFitted	getClusIndex
setFitStat	getClusFitIndex
setLevelCIFinding	getSigma1
setNModInCl	getSigma2
setNModInFit	getAlpha
setClusSize	getShape
setNMergClust	getRatio
setNDrTimes	isCIParEqual
setClusIndex	print
setClusFitIndex	Class
setSigma1	Class_Name
setSigma2	IsA
setAlpha	ShowMembers
setShape	Streamer
getFitStat	StreamerNVirtual
getLevelCIFinding	
getNModInCl	