

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@[@]	

HMdcDataWord		
m1	trigType	hit
m2	errorFlag	time
m3	subevtSize	sector
m4	sam	module
m5	samP	mbo
m11	roc	tdc
m16	rocP	entry
m31	mboNb	noComment
evNb	tdcNb	fgIsA
rocNb	chan	
@~HMdcDataWord	getMbo	setRoc
HMdcDataWord	getMboNb	setRocP
checkConsistency	getTdc	setBus
checkConsistencyRocNb	getMboNb	setMbo
clear	getChan	setMboNb
clearAll	getHit	setTdc
clearAddress	getTime	setTdcNb
clearHeader	getVirtualSamNr	setChan
decode	getCodedDataWord	setHit
decode	getQuietMode	setTime
dump	print	setQuietMode
getEvNb	print	subHeader
getTrigType	setAddress	subHeader
getErrorFlag	setAddress	Class
getSizeStatus	setEvNb	Class_Name
getSubEvtSize	setTrigType	IsA
getRocNb	setErrorFlag	ShowMembers
getSam	setSizeStatus	Streamer
getSamP	setSubEvtSize	StreamerNVirtual
getRoc	setRocNb	
getRocP	setSam	
getBus	setSamP	