

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@[[@]	

HMdcEff	
tNhits	eM
tNhitsCutS	errM
tNhitsNoCut	single
tNhitsClus	errSingle
n0	p0
errN0	errP0
n1	p1
errN1	errP1
n2m	p2
errN2m	errP2
n2b	totNumTr
errN2b	fglsA
eff	
errEff	
@~HMdcEff	getErrFracSingle
HMdcEff	getP0
calcEff	getP1
setTotNhits	getP2
setTotNhitsCutS	getErrP0
setTotNhitsNoCut	getErrP1
setTotNhitsClus	getErrP2
getTotNhits	getTotNumTracks
getTotNhitsNoCut	calculation
getTotNhitsCutS	efficiency
getTotNhitsClus	fractSingle
getN0	Class
getN1	Class_Name
getN2	IsA
getN2m	ShowMembers
getN2b	Streamer
getEfficiency	StreamerNVirtual
getErrEfficiency	
getFracSingle	