

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@[@]	

HMdcEfficiencyLayer	
sector	titleCanv
module	effXY
layer	canvXY[3]
is	nameCanvXY[3]
nCells	titleCanvXY[3]
nCellTot	titlePadXY[3]
nCellCutS	indDrawTitXY[3]
nCellStat	nBinsSumXY
nCellsClus	n0xy[256]
n0	n1xy[256]
n1	n2xy[256]
n2	pvTxEffXY[3][256]
eff	indDrawPv[3][256]
hists[13]	nClustCell
nPads	fileName
listPads[5]	fgIsA
canvEff	
nameCanv	
@~HMdcEfficiencyLayer	setListPads
HMdcEfficiencyLayer	drawCanvas
clear	delCanvas
addCellTot	drawCanvXYlist
addCellCutS	updateCanvXYlist
addCellClus	delCanvXYlist
addCell	drawCanvXYnHits
addCellInClust	drawCanvXYefficiency
getNumCICell	drawCanvXYsingle
add0Hit	drawCanvXYprob
add1Hit	setBiningXY
add2Hit	setTitle
getCellStat	drawLineTot
getNumCells	setPads
getN0Hit	creatCanvas
getN1Hit	createHists
getN2Hit	setPavesXY
getEffCells	drawCanvXY
getEffXY	fillPaveXYnHits
getEffXY	fillPaveXYeff
getEffXY	fillPaveXYsing
fillHists	Class
drawTotNhits	Class_Name
drawNHits	IsA
drawHistEff	ShowMembers
drawHistSing	Streamer
drawProbabilitis	StreamerNVirtual
updateCanv	