

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@[@]	

TNamed
fName
fTitle
fgIsA
@~TNamed
TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

HParSet
detName[10]
versions[3]
status
changed
paramContext
author
description
fgIsA
@~HParSet
HParSet
init
init
init
write
write
clear
print
getDetectorName
resetInputVersions
setInputVersion
getInputVersion
setStatic
isStatic
setChanged
hasChanged
setParamContext
getParamContext
setAuthor
getAuthor
setDescription
getDescription
copyComment
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

HMdcEvReadout
array
samNumberToSector
samNumberToModule
arrayBaseSize
fgIsA
@~HMdcEvReadout
HMdcEvReadout
operator@[@]
init
write
getArrayBaseSize
getSize
getSamNumberToSector
getSamNumberToModule
getModuleAndSectorT
clear
printParam
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual