

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@[@]	

HMdcGeantCell	
sector	fImpactAngle[15]
module	nTrack[15]
layer	flagCutEdge[15]
cell	wireOffset[15]
fNumHits	fgIsA
fMinDist[15]	
fTimeFlight[15]	
@~HMdcGeantCell	getLayer
HMdcGeantCell	getCell
clear	getNumHits
setSector	getMinDist
setModule	getTimeFlight
setLayer	getImpactAngle
setCell	getNTrack
setNumHits	getFlagCutEdge
setMinDist	getWireOffset
setTimeFlight	Class
setImpactAngle	Class_Name
setNTrack	IsA
setFlagCutEdge	ShowMembers
setWireOffset	Streamer
getSector	StreamerNVirtual
getModule	