

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
DistancetoPrimitives		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@[[@]	

HRecObject
fglsA
@~HRecObject
HRecObject
HRecObject
Class
Class_Name
IsA
ShowMembers
Streamer

HMdcHitAux	
myPoint[3]	cov
mySlope[2]	toBeDeleted
myChi	isUsed
myNumberOfHits	fglsA
cal[6]	
@~HMdcHitAux	operator=
HMdcHitAux	setPointX
HMdcHitAux	setPointY
clear	setPointZ
addCal	setPoint
addCal	setSlopeX
printCal	setSlopeY
printCal	setSlope
getCal	setErrorX
print	setErrorY
print	setError
markHits	setErrorSlopeX
unMarkHits	setErrorSlopeY
getPointX	setErrorSlope
getPointY	setCovElement
getPointZ	setChi
getSlopeX	setHits
getSlopeY	setDel
getChi	notDel
getXError	used
getYError	notUsed
getErrorSlope1	getIsUsed
getErrorSlope2	Class
getCovElement	Class_Name
isDel	IsA
getNumHits	ShowMembers
operator=	

HMdcHitAuxSim
id
fglsA
@~HMdcHitAuxSim
HMdcHitAuxSim
setId
getId
print
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual