

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
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@[[@]	

HMdcCellGroup
nCellsLookUp[256]
cellPosLookUp[4][256]
lookUpsInitialized
pLayer
fgIsA
@~HMdcCellGroup
initLookups
HMdcCellGroup
getNCells
getCell
getSignId
setSignId
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

HMdcCellGroup6
iLayer[6]
fgIsA
@~HMdcCellGroup6
HMdcCellGroup6
clear
getSumWires
getNLayers
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

HMdcHit	
x	cov
y	sector
xDir	module
yDir	trFinder
offset	index
chi2	fgIsA
flag	
@~HMdcHit	getX
HMdcHit	getY
Clear	getXDir
setX	getYDir
setY	getXY
setXDir	getXYDir
setYDir	getOff
setOff	getPar
setXY	getErrPar
setXYDir	getChi2
setPar	getFlag
setPar	getSecMod
setChi2	getSector
setFlag	getModule
setSecMod	setSector
getX	setModule
getY	print
getXDir	setTrackFinder
getYDir	getTrackFinder
getOffset	setClusInIndex
getErrX	getClusInIndex
getErrY	Class
getErrXDir	Class_Name
getErrYDir	IsA
getErrOffset	ShowMembers
getTheta	Streamer
getPhi	StreamerNVirtual
getCovariance	