

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
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@[@]	

HMdcList24GroupCells	
laySz	fglsA
arr[288]	
firstCell[24]	
@~HMdcList24GroupCells	getFirstCell
HMdcList24GroupCells	getLastCell
operator=	get4FirstCells
clear	next
setSeg1	getNext
setSeg2	getNextCell
set	previous
setTime	getTime
add	compare
delTime	isIncluded
getNCells	nIdentDrTimes
getNCells	print
getMaxNCellsPerLay	print
getNDRtimes	setInBounds
getNDRtimes	Class
getNDRtimes	Class_Name
getNDRtimesMod	IsA
getNLayers	ShowMembers
getNLayersMod	Streamer
getCell	