

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@[[@]	

HMdcRaw	
nHits	tdc
time1	nTrialsToFillHits
time2	kDefaultValueTime
time3	kDefaultValueSector
time4	kDefaultValueModule
time5	kDefaultValueMbo
time6	kDefaultValueTdc
sector	fglsA
module	
mbo	
@~HMdcRaw	getTdc
HMdcRaw	getAddress
clear	getNHits
setSector	getNTrialsToFillHits
setModule	getTime
setMbo	Class
setTdc	Class_Name
setAddress	IsA
setTime	ShowMembers
setTimeNew	Streamer
getSector	StreamerNVirtual
getModule	
getMbo	