

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

HMdcCellGroup12
iLayer[12]
fgIsA
@~HMdcCellGroup12
HMdcCellGroup12
clear
getSumWires
getSumWires
getNLayers
getNLayers
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

HMdcSeg	
z	cov
r	ind
theta	zPrime
phi	rPrime
chi2	fgIsA
flag	
@~HMdcSeg	getErrR
HMdcSeg	getErrTheta
Clear	getErrPhi
setZ	getZprime
setR	getRprime
setTheta	getZ
setPhi	getR
setZR	getTheta
setThetaPhi	getPhi
setPar	getZR
setZ	getThetaPhi
setR	getPar
setTheta	getErrPar
setPhi	getChi2
setPar	getCovariance
setZprime	getFlag
setRprime	getSec
setChi2	getIOSeg
setFlag	getPol
setSec	getHitInd
setIOSeg	Class
setPol	Class_Name
setHitInd	IsA
getZ	ShowMembers
getR	Streamer
getTheta	StreamerNVirtual
getPhi	
getErrZ	