

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@[[@]	

HMdcStoreTracks	
address	x2
trackPos	y2
nTracksEvent	nEventTracks
iterAddress	nReadTracks
iterTrackPos	eventFlag
iterNTrckEv	arrayEnd
flagAddress	fglsA
x1	
y1	
@~HMdcStoreTracks	getZ2
HMdcStoreTracks	getTrackPar
getMemSize	getPoint1
setEndTrack	getPoint2
setEndEvent	getPoints
setTrackPar	resetEventIter
resetIter	resetTrackPar
nextEvent	resetTrackFlag
nextTrack	resetEventFlag
getEventFlag	isEnd
getTrackFlag	clear
getSector	getTrackPar
getMod1	Class
getMod2	Class_Name
getNumEventTracks	IsA
getX1	ShowMembers
getY1	Streamer
getZ1	StreamerNVirtual
getX2	
getY2	