

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@[@]	

HMdcTrackFitter	
fitInOut	maxIteration
fCal2ParSim	tofFlag
fCal2Par	fprint
indClusFit	exitFlag
wires	fitStatus
initParam	segIndex
finalParam	fglsA
iteration	
@~HMdcTrackFitter	getWiresList
HMdcTrackFitter	getWiresArr
setPrintFlag	getWire
minimize	getFunctional
fillListHits	fillOutput
fillListHits	fillClusFitCont
fillListHits	fitCluster
setModuleTof	calcMinFunctional
setSegmentTof	setRegionOfWires
setSectorTof	switchOffWires
setClustAndFill	init
setClustAndFill	setPlanes
getNumOfParam	Class
getFunMin	Class_Name
getChi2	IsA
getIterationNumber	ShowMembers
getExitFlag	Streamer
getFitStatus	StreamerNVirtual
getFinalParam	