

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@[@]	

HMdcWireFit	
sec	driftTime
mod	fullTime
layer	minDist
cell	alpha
timeNum	isInCell
tdcTime	tdcTimeErr
dev	fglsA
weight	
@~HMdcWireFit	getCell
HMdcWireFit	getTimeNum
clear	getDev
setAddress	getWeight
setSec	getDriftTime
setMod	getFullTime
setLayer	getTimeOffset
setCell	getTdcTime
setTimeNum	getMinDist
setDev	getAlpha
setWeight	getIsInCell
setDriftTime	getTdcTimeErr
setFullTime	getChi2
setTdcTime	isGeant
setMinDist	print
setAlpha	Class
setIsInCell	Class_Name
setTdcTimeErr	IsA
getAddress	ShowMembers
getSec	Streamer
getMod	StreamerNVirtual
getLayer	