

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@[[@]	

HMdcWireInfo	
sector	clusfit
module	wirefit
layer	clus
cell	seg
slots[5][8]	kick
nslots	pid
list[8]	fglsA
hit	
clusinf	
@~HMdcWireInfo	getIndex
HMdcWireInfo	getKickTrack
clear	getMdcSeg
setModule	getMdcHit
setLayer	getMdcClusInf
setCell	getMdcClusFit
setAddress	getMdcWireFit
getSector	getMdcClus
getModule	getMdcCal1
getLayer	Class
getCell	Class_Name
getNSlots	IsA
getAddress	ShowMembers
setList	Streamer
getList	StreamerNVirtual
setListIndex	