TObject

fUniqueID	kZombie
fBits	kBitMask
fgDtorOnly	kSingleKey
fgObjectStat	kOverwrite
kIsOnHeap	fgIsA
kNotDeleted	

MakeZombie	IsOnHeap
DoError	IsZombie
TObject	Notify
TObject	Is
operator=	Paint
AppendPad	Pop
Browse	Print
ClassName	Read
Clear	RecursiveRemove
Clone	SavePrimitive
Compare	SetDrawOption
Copy	SetUniqueID
Delete	UseCurrentStyle
DistancetoPrimitive	Write
Draw	operator new
DrawClass	operator new
DrawClone	operator delete
Dump	SetBit
Execute	SetBit
Execute	ResetBit
ExecuteEvent	TestBit
FindObject	InvertBit
FindObject	Warning
GetDrawOption	Error
GetUniqueID	SysError
GetName	Fatal
GetIconName	AbstractMethod
GetOption	MayNotUse
GetObjectInfo	GetDtorOnly
GetTitle	SetDtorOnly
HandleTimer	GetObjectStat
Hash	SetObjectStat
InheritsFrom	Class
InheritsFrom	Class_Name
Inspect	IsA
IsFolder	ShowMembers
IsEqual	Streamer
IsSortable	

LCDCluster

m_energy	m_CalHitI[1000]
m_PosTheta	m_McListN
m_PosThetaErr	m_McListI[50]
m_PosPhi	m_McListE[50]
m_PosPhiErr	m_barend
m_PosR	m_system
m_PosRErr	fgIsA
m_ClusterStartDepth	
m_CalHitN	

LCDCluster	RemoveParticle
AddCalHit	SetBarEnd
AddParticle	SetClusterStartDepth
GetBarEnd	SetEnergy
GetCalHit	SetEnergyPhi
GetCalHitAt	SetEnergyPhiRMS
GetCalHitEntries	SetEnergyR
GetClusterStartDepth	SetEnergyRRMS
GetEnergy	SetEnergyTheta
GetEnergyPhi	SetEnergyThetaRMS
GetEnergyPhiRMS	SetSystem
GetEnergyTheta	SetUpCluster
GetEnergyThetaRMS	IsSortable
GetEnergyR	Compare
GetEnergyRRMS	InitArray
GetSystem	Class
GetMcList	Class_Name
GetMcListAt	IsA
GetMcListE	ShowMembers
GetMcListEAt	Streamer
GetMcListEntries	StreamerNVirtual
RemoveCalHit	