TObject

fUniqueID
fBits
fgDtorOnly
fgObjectStat
kIsOnHeap
~~kNotDeleted~~
kZombie
kBitMask
kSingleKey
kOverwrite
fgIsA

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

TNamed

fName
fTitle
fgIsA

TNamed
TNamed
TNamed
TNamed
operator=
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers
Streamer

TGeoMatrix

fgIsA

SetDefaultName
IsIdentity
IsTranslation
IsRotation
IsScale
IsCombi
IsGeneral
IsRegistered
IsRotAboutZ
GetHomogenousMatrix
GetByteCount
GetTranslation
GetRotationMatrix
GetScale
LocalToMaster
LocalToMasterVect
LocalToMasterBomb
MasterToLocal
MasterToLocalVect
MasterToLocalBomb
Print
Class
Class_Name
IsA
ShowMembers
Streamer

TGeoRotation

fRotationMatrix[9]
fgIsA

CheckMatrix
TGeoRotation
TGeoRotation
TGeoRotation
TGeoRotation
IsReflection
Clear
Determinant
FastRotZ
GetPhiRotation
LocalToMaster
LocalToMasterVect
MasterToLocal
MasterToLocalVect
LocalToMasterBomb
MasterToLocalBomb
MultiplyBy
SetAngles
SetAngles
SetMatrix
GetInverse
GetTranslation
GetRotationMatrix
GetScale
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual