

| TObject             |                  |                     |
|---------------------|------------------|---------------------|
| fUniqueID           | kIsReferenced    | kZombie             |
| fBits               | kHasUUID         | kBitMask            |
| fgDtorOnly          | kCannotPick      | kSingleKey          |
| fgObjectStat        | kNoContextMenu   | kOverwrite          |
| kCanDelete          | kInvalidObject   | kWriteDelete        |
| kMustCleanup        | kIsOnHeap        | fgIsA               |
| kObjInCanvas        | kNotDeleted      |                     |
| @~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@[@] |                     |

| TNamed       |
|--------------|
| fName        |
| fTitle       |
| fgIsA        |
| @~TNamed     |
| TNamed       |
| TNamed       |
| TNamed       |
| operator=    |
| Clear        |
| Clone        |
| Compare      |
| Copy         |
| FillBuffer   |
| GetName      |
| GetTitle     |
| Hash         |
| IsSortable   |
| SetName      |
| SetNameTitle |
| SetTitle     |
| Is           |
| Print        |
| Sizeof       |
| Class        |
| Class_Name   |
| IsA          |
| ShowMembers  |

| TGeoMaterial          |                       |
|-----------------------|-----------------------|
| kMatUsed              | fRadLen               |
| kMatSavePrimitive     | flntLen               |
| fIndex                | fShader               |
| fA                    | fCerenkov             |
| fZ                    | fgIsA                 |
| fDensity              |                       |
| @~TGeoMaterial        | IsEq                  |
| TGeoMaterial          | IsUsed                |
| TGeoMaterial          | IsMixture             |
| TGeoMaterial          | Print                 |
| TGeoMaterial          | SavePrimitive         |
| Coulomb               | SetIndex              |
| GetByteCount          | SetCerenkovProperties |
| GetA                  | SetRadLen             |
| GetZ                  | SetUsed               |
| GetDefaultColor       | SetTransparency       |
| GetDensity            | ScreenFactor          |
| GetElement            | Class                 |
| GetPointerName        | Class_Name            |
| GetRadLen             | IsA                   |
| GetIntLen             | ShowMembers           |
| GetIndex              | Streamer              |
| GetCerenkovProperties | StreamerNVirtual      |
| GetTransparency       |                       |

| TAttFill           |                   |
|--------------------|-------------------|
| fFillColor         | fgIsA             |
| fFillStyle         |                   |
| @~TAttFill         | SetFillAttributes |
| TAttFill           | SetFillColor      |
| TAttFill           | SetFillStyle      |
| Copy               | Class             |
| GetFillColor       | Class_Name        |
| GetFillStyle       | IsA               |
| IsTransparent      | ShowMembers       |
| Modify             | Streamer          |
| ResetAttFill       | StreamerNVirtual  |
| SaveFillAttributes |                   |