

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@[@]	

TGeoHelix

fC	fB[3]
fS	fQ
fStep	fMatrix
fPhi	kHelixNeedUpdate
fPointInit[3]	kHelixStraighth
fDirInit[3]	kHelixCircle
fPoint[3]	fgIsA
fDir[3]	
@~TGeoHelix	StepToPlane
TGeoHelix	SetCharge
TGeoHelix	SetXYcurvature
InitPoint	SetField
InitPoint	SetHelixStep
InitDirection	Step
InitDirection	UpdateHelix
ComputeSafeStep	Class
GetCurrentPoint	Class_Name
GetCurrentDirection	IsA
GetXYcurvature	ShowMembers
GetStep	Streamer
GetTotalCurvature	StreamerNVirtual
IsRightHanded	
ResetStep	